E3 '99 — THE FIRST REPORT FROM THE FLOOR OF THE SHOW!

Volume 4 • Issue 8 • July 1999

PS Extreme

THE PLAYER'S UNOFFICIAL MONTHLY GUIDE TO THE PLAYSTATION

$4.99 USA $6.50 CANADA
07
7 25274 03367 6

THIS CROCODILE ROCKS!

CROC 2 STAKES ITS CLAIM AMONG THE PLAYSTATION ELITE

The Mail Service

Hold Mail Authorization

PLEASE NOTE: *This service expires 90 days from the stop-mail date.*

Please stop mail for:

Name

Date to Stop Mail

Address

A.

☐ Please stop mail until I return. I will pick up all undelivered mail.

B.

☐ Please resume normal delivery, and deliver all held mail, on the date written here.

Date to Resume Delivery

Customer Signature

Official Use Only

Date Received

Clerk

Lot Number

Carrier

Delivery Route Number

If option A is selected please fill out below:

Note to Carrier: All undelivered mail has been picked up.

Date to Resume Delivery of Mail

Official Signature Only

COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet. Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or say, metalwork.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

STAR OCEAN THE SECOND STORY™

ENIX®

PlayStation®

WWW.PLAYSTATION.COM

EVERYONE
E
CONTENT RATED BY ESRB

© 1999 tri-Ace Inc./LINKS/ Minato Koio/ENIX. All Rights Reserved. STAR OCEAN The Second Story is a trademark and ENIX is a registered trademark of Enix Corporation. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

VOLUME 4 • ISSUE 8
JULY 1999

EDITORIAL RAMBLINGS

GREG
OFF@QUAKE.NET

Man-o-man! These last few weeks have been one, non-stop wild ride. For anyone who thinks the life of a video game magazine editor is all about playing games, you're wrong. It's also about attending amazing trade shows where you get to see all of the hottest games coming out for the rest of the year, as well as hit the party circuit! Among the best (parties) this year were Sony's extravaganza, at their Sony Pictures back lot (where Beck topped the bill), Eidos at the House of Blues (with Everclear), and Psygnosis, who took over the Playboy Mansion for a few short hours in order to entertain us video game geeks... Oh yeah, I almost forgot about the games. Some of the top PlayStation titles included: Capcom's Resident Evil 3: Nemesis and Dino Crisis; Sony's tight first-party line up — Crash Team Racing, Spyro 2, Ape Escape, Tomba 2, Um Jammer Lammy, Gran Turismo 2 and Omega Boost; Square's Final Fantasy VIII; Midway's Ready to Rumble, Blitz 2000 and MK: Special Forces; Namco's Air Combat 3 and Pac-Man World; Eidos' Legacy of Kain (it just actually might come out), Fighting Force 2, Urban Chaos and Fear Factor; Fox Interactive's Croc 2, Die Hard Trilogy 2 and Alien Resurrection; Psygnosis' Wipeout 3 and Colony Wars 3; and EA's Tomorrow Never Dies, Sled Storm and Road Rash 3D: Unchained... to name just a few. Sony also surprised and delighted the attendees with the appearance of their next generation PlayStation hardware on the show floor, where you could grab a controller and manipulate the various demos, or play a 128-bit PS2 version of Gran Turismo.

There was definitely a lot of excitement on the show floor this year as well. It seemed everyone was in agreement that, with the Dreamcast launching this September, and the not-very-credible announcement of Nintendo's "Project Dolphin", things are going to heat up pretty quickly. This kind of competition is a good thing and, ultimately, the consumer will be the one who wins.

One last note; Thanks for all of the feedback regarding our re-designs last issue. We're taking all of your comments and criticisms to heart and will strive to keep the magazine fresh and entertaining as we go along.

EDITOR BIOS

GREG OFF

Greg mysteriously disappeared for a few days during crunch time this month only to be discovered pinned underneath a mountain of old betas and press releases next to his desk. Once he was nursed back to health, he headed over to the hardware store to buy one of those air blowers. We wish him luck.

DAVE WINDING

When Dave isn't stirring up controversy in these very pages, he's actually a calm, cool, collected guy. Dave is on baby watch right now, as his wife, Jeanne, is expecting the latest addition to the Winding clan. Yessss! Another potential Dimension Publishing employee! Nepotism really, really, rules!!!!

CHRIS KRAMER

Despite the numerous hours of his life that he's wasted away playing games, he's really not very good. Despite this seemingly career-ending handicap, he continues to plug along, blaming game design, level layout, enemy AI and controller problems whenever he dies. And he swears at his screen. A lot.

MARK ANDROVICH

Mark has been playing videogames for 25 years, although he has taken a few breaks. Currently the world record holder for Yar's Revenge, he owns over 650 different games but can still only play one at a time. His first annual "Most Creative Use of Silicon at E3" award goes to the Jade Cocoon models.

ADAM PAVLACKA

Currently, Adam doesn't have much of a life — thanks to a combination of finals and marathon gaming sessions with Lunar. Fortunately, the stress will soon be over as Adam has scheduled a week in the Florida sun with his beautiful girlfriend, before returning for a summer of hard labor as a game reviewer.

ERIC WINDING

Eric has temporarily given up his quest to stay in shape, and has decided that there's nothing wrong with sitting in the same chair for 72 hours straight (games like Missile Command will do that to you). He caught "retro gaming fever" at E3, then went home and hooked up his Atari 2600 to his big screen.

DILLION MERZ

What separates Dillion from the rest of the PSEx crew is his commitment to fashion. He plays games by day, updates the PSEx site by night, and hangs out at food courts whenever he can. He, is drawn to RPG, STG and extreme style games. His goal in life is to never have to wear a Hot Dog on a Stick uniform.

ALEX ANDREWS

The only true "hipster" of the bunch, Alex prides himself on his Burt Bacharach CD collection and the fact that he has written for every Dimension publication. Other than that, when he's not watching reruns of Speed Racer he's probably dining on his favorite meal, Fruity Pebbles and Coors Light.

CURRENTLY PLAYING							
Ape Escape, Crash Team Racing, Dino Crisis, Blitz 2000, Croc 2	Ape Escape, Pac-Man World, Syphon Filter, Midtown Madness	Omega Boost, Ape Escape, SF Alpha 3, Dino Crisis	R4, Um Jammer Lammy, Asteroids, Syphon Filter	WipeOut 3, Lunar: SSS Complete, Final Fantasy VIII, Rollcage and Solitaire.	Hot Shots Golf, Track & Field, MLB 2000, NBA Live 99	Echo Night, Tony Hawk Pro Skater, Un Jammer Lammy, Rollcage	Centipede 3D, Interplay Sports Baseball 2000 and Bust a Move '99.

DIMENSION PUBLISHING, INC. PRESENTS

BPA International Membership applied for May 4th, 1998

PS Extreme

BPA INTERNATIONAL INTERACTIVE

www.psextreme.com

PUBLISHER DAVID JON WINDING · EDITOR-IN CHIEF GREG OFF · PRODUCTION, DESIGN & LAYOUT TIM LINDQUIST · DAVID SILVIERA

SPORTS EDITOR ERIC WINDING · CONT. EDITORS CHRIS KRAMER · MARK ANDROVICH · ADAM PAVLACKA · ALEX ANDREWS · DILLION

NATIONAL AD SALES (650) 372-0942 MARK P. WINDING · OPERATIONS MANAGER SUSAN OLSEN-WINDING

SINGLE COPY SALES (732) 549-5448 MICHAEL A. GERARDO ASSOCIATES · DIGITAL IMAGING (818) 999-4319 IMAGITECH · EMAIL ADDRESS D3@QUAKE.NET

PSEXTREME (ISSN# 1097-7996) is published monthly by Dimension Publishing, Inc. 1175 Chess Drive, Suite E, Foster City, CA 94404. PERIODICALS POSTAGE RATES PAID at San Mateo, CA and additional mailing offices. POSTMASTER: Send address changes to PSExtreme, 1175 Chess Drive, Suite E, Foster City, CA 94404. Newstand distribution is handled through Curtis Circulation Services. For customer service, write: PSExtreme Customer Service Department 1175 Chess Drive, Suite E, Foster City, CA 94404. All editorial product information should be addressed to same. Unsolicited manuscripts cannot be returned or acknowledged. Entire contents copyright ©1999, Dimension Publishing, Inc. All rights reserved. Reproduction in whole or in part without permission is prohibited. "PSExtreme" is a trade name of Dimension Publishing, Inc. Products in these pages are trade names or trademarks of their respective companies. Dimension Publishing, Inc. and PSExtreme Magazine are not affiliated with Sony Computer Entertainment of America or the companies or products contained herein. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc. PRINTED IN THE U.S.A. ULTRA CHICKEN FRESHNESS OVERKILL

DIRECTOR'S CUT

GRAND THEFT AUTO + GTA: LONDON 1969*

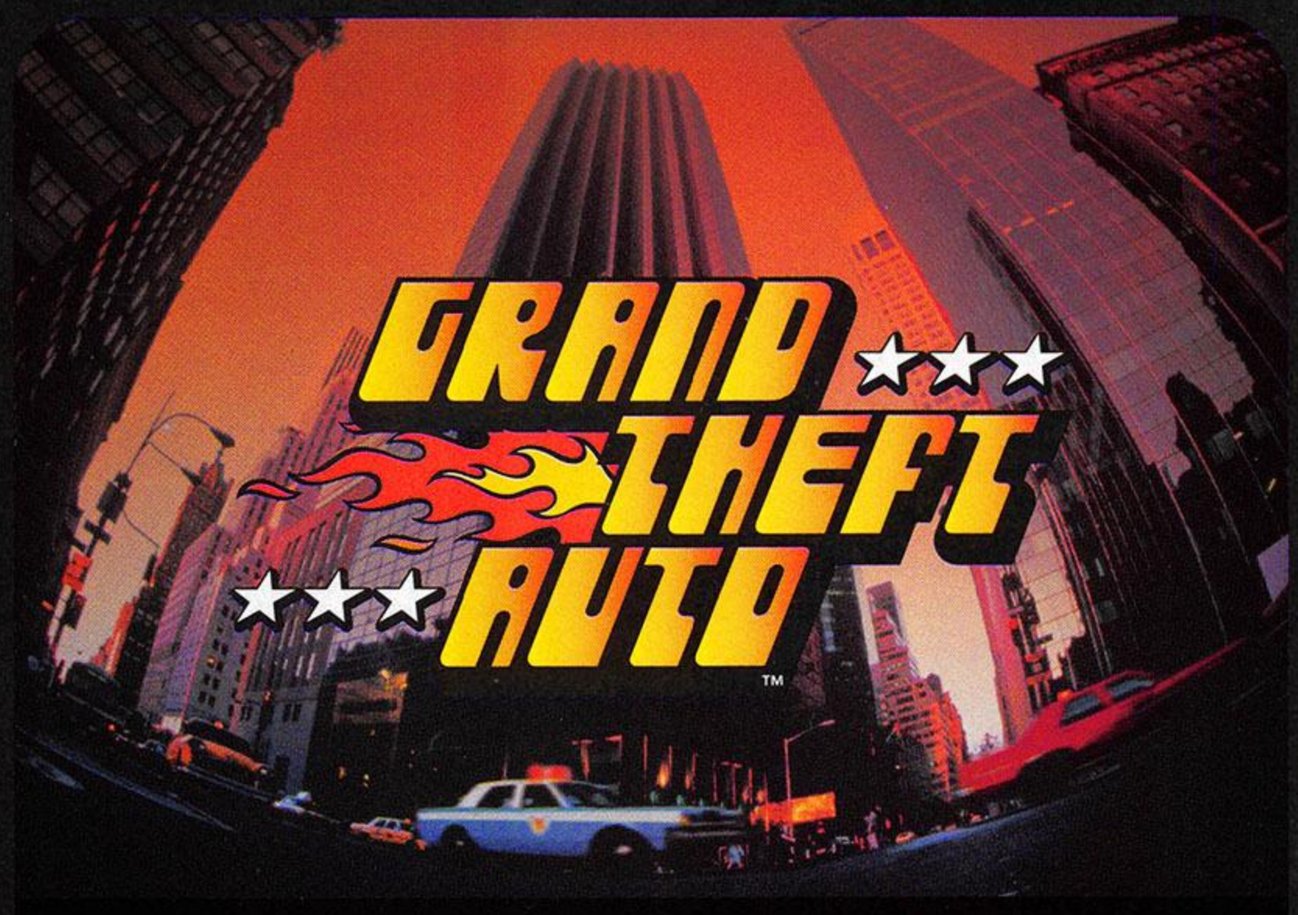
TWO GAMES, TWO COUNTRIES, NO RESPECT FOR THE LAW!

Play the games they've tried to ban.

For less than the price of a normal game, become part of gaming history. **Let multi-award winning Grand Theft Auto** take you on every classic car chase you've ever seen, as you prove you're one bad mutha. Blaze your own trail across urban America. "Borrow" any car, go anywhere, shoot anything.

Then take a trip to **swinging London in 1969.** Prove you have the criminal skills to dominate on two continents. Big Ben, Buckingham Palace, The Houses of Parliament, **Car Jacking, Gun Running, and Grievous Bodily Harm.**

Sounds like a great vacation.



★★★★★★★★★★★★★★

* GTA: London 1969 is an add-on disc for Grand Theft Auto.

"Makes Boyz N the Hood seem like an After School Disney Special" -CNN

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The Rockstar logo, GTA London, and the GTA London logo are trademarks of Take Two Interactive Software, Inc.
©1999 All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

PARENTAL ADVISORY EXPLICIT CONTENTS

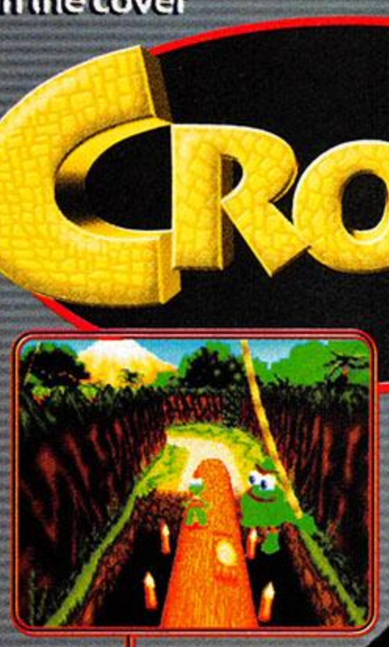
MATURE M CONTENT RATED BY ESRB

PlayStation®

ROCKSTAR

volume 4 issue 8

on the cover



page 44

EXmail

Interesting letters regarding the Final Fantasy series, chicks who play games, rednecks, analog controllers, all sorts of mysterious questions answered and when we decide to review a game.

EXware

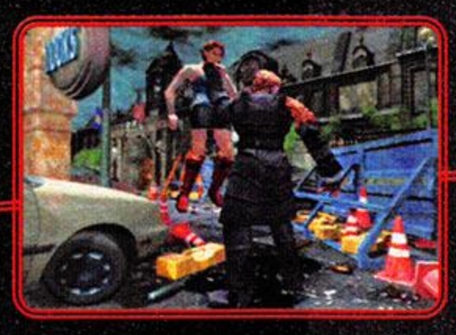
Ahhh, the hardware section. This is the best section in the 'zine. Thanks for reading it. Okay, buh bye. GG

EXnews

Thoughtfull commentary on the Dukes of Hazard, Wu Tang reality, PSX2 at the show, PSX2 vs. N2000 and the demise of the PocketStation.

EXecute

An amazing assortment of codes sent to us by people with nothing better to do than scour internet web sites for codes to email to us.



EXclusive

It's more exclusive info than has ever been seen in one issue of PSExtreme. How can it be? There's sheen here. Seven full games. Count em: Spyro 2, Resident Evil 3, Pac-Man World, Tony Hawk, R-Type Delta, Fear Factor and Fighting Force 2. Oh god, It hurts.

EXcerpt

Two full candid conversations. One with the bleem! dude and one with the Driver dude. If you don't read these, it would be a real shame. Read them. Really. Go. Now.

EXtreme

If this Croc's a-rockin', don't come a-knockin'.

EXpecting

It's another very special EXpecting this month, since we're bringing you a list of the best 15 games from the big old E3 show. Now, check these games out and see if you agree with us or not. If you do, you may get coldcuts in the mail.

10
14
16
20
PAGE
24
38
44
48

page 48

The best of E3. Our top 15 games of the show. Check it out please.

INdex of games:

ALL STAR BASEBALL '97 73
APE ESCAPE 58, 59
BASES LOADED '96 73
BLEEM! 40, 41, 42
BOTTOM OF THE 9TH 73
BOTTOM OF THE 9TH 73
CASTROL HONDA SUPERBIKE RACING ... 70, 71
CENTIPEDE 64, 65
CRASH TEAM RACING 49
CROC 2 ..... 44, 45, 46
CYBER ORG 77
DIEHARD TRILOGY 2 49
DINO CRISIS 50
DRIVER 38, 39
DRIVER 50
FEAR FACTOR 34, 35
FINAL FANTASY VII 51
GRAN TURISMO 2 51
HARDBALL 5 73
HIGH HEAT BASEBALL 66, 67
JET MOTO 3 52
LUNAR SILVER STAR COMPLETE 60, 61
MADDEN NFL 97 74
MLB 99 ..... 73, 74
NBA LIVE 96 75
NBA SHOOTOUT 97 75
NBA IN THE ZONE 75
NBA IN THE ZONE 99 75
NBA FAST BREAK 75
NBA LIVE 99 75
NBA IN THE ZONE 2 75
NBA JAM EXTREME 75
NFL GAMEDAY 97 74
NFL GAMEDAY 74
NFL QUARTERBACK CLUB 97 74
NFL BLITZ 74
NFL GAMEDAY 99 74
OMEGA BOOST 76
PAC-MAN WORLD 28, 29
R-TYPE DELTA 32, 33
RESIDENT EVIL 3: NEMESIS 26, 52
SLAM 'N' JAM 96 75
SPYRO THE DRAGON 2 ..... 24, 25
TOMORROW NEVER DIES 53
TONY HAWK'S PRO SKATER 30, 31
TOY STORY 2 53
TRIPLE PLAY 99 73
TRIPLE PLAY 97 73
ULTIMATE 8-BALL 68, 69
UM JAMMER LAMMY 54
VR FOOTBALL 98 74
VR BASEBALL 99 73
VR BASEBALL '97 73
WAR ZONE 2100 ..... 62, 63
WIPEOUT 3 54

Spyro's on his way back and that's nice.

page 24

PAGE 76

72

66

57

EXport

Everybody loves export games. They're imported to here, exported from elsewhere. This month it's CyberOrg and Omega Boost. They're pretty rad, so read these pages too.

EXhibition

It really is an exhibition... of sports games. We chronicle all the sports games from the beginning to today, in two parts. Part one this month, part two next month. Aren't two-parters the coolest?

SPorts

It's a whole seperate section dedicated just to reviewing sports games. There's nothing wrong with that, so go now and read the pages. That's pretty cool.

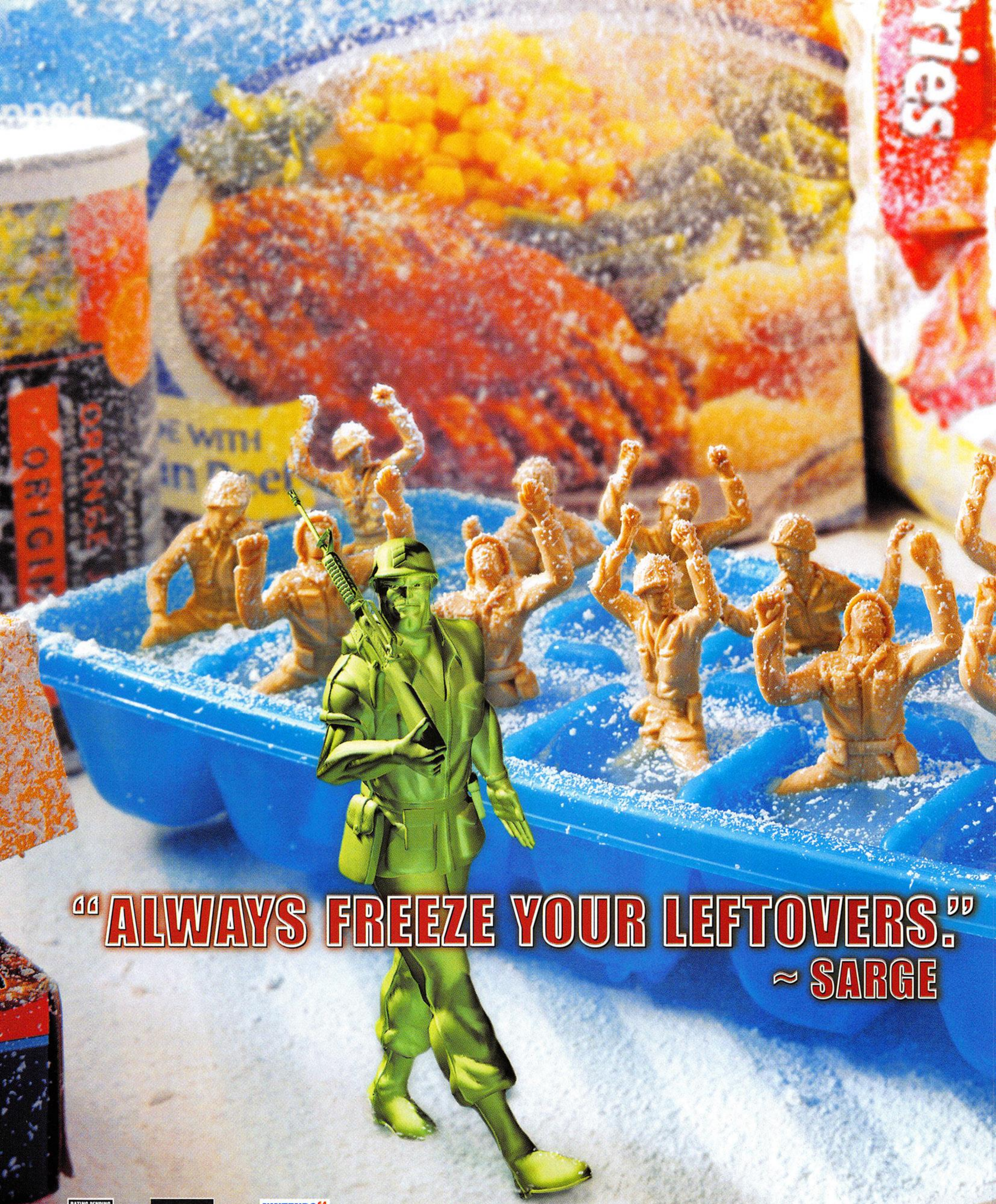
EXrated

Turn directly to page 57, where we'll introduce you to the entire review section on a whole seperate page. All the information you'll need to know will be there waiting for your eyeballs. Don't delay.

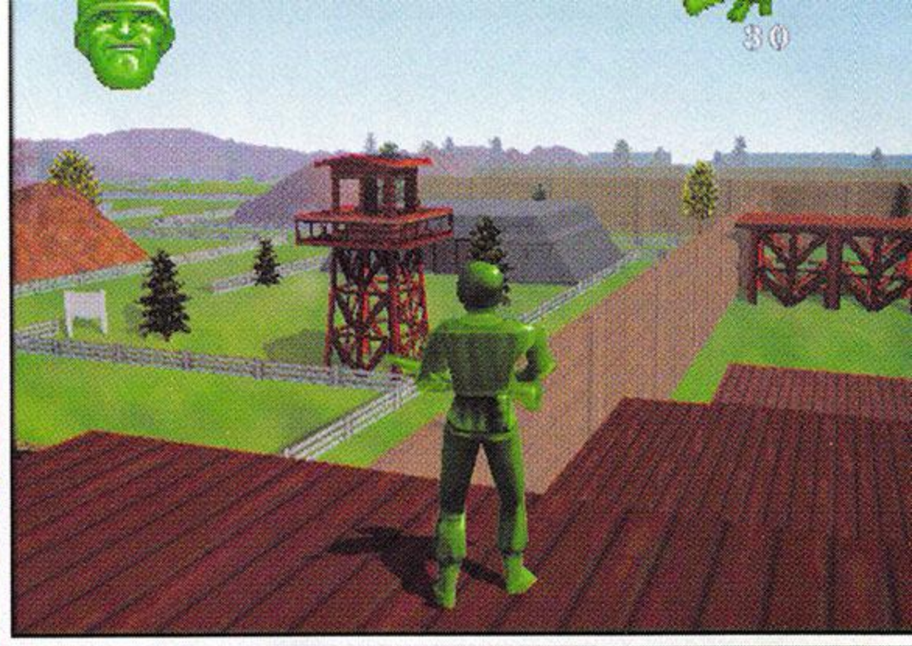
Resident Evil 3: Nemesis

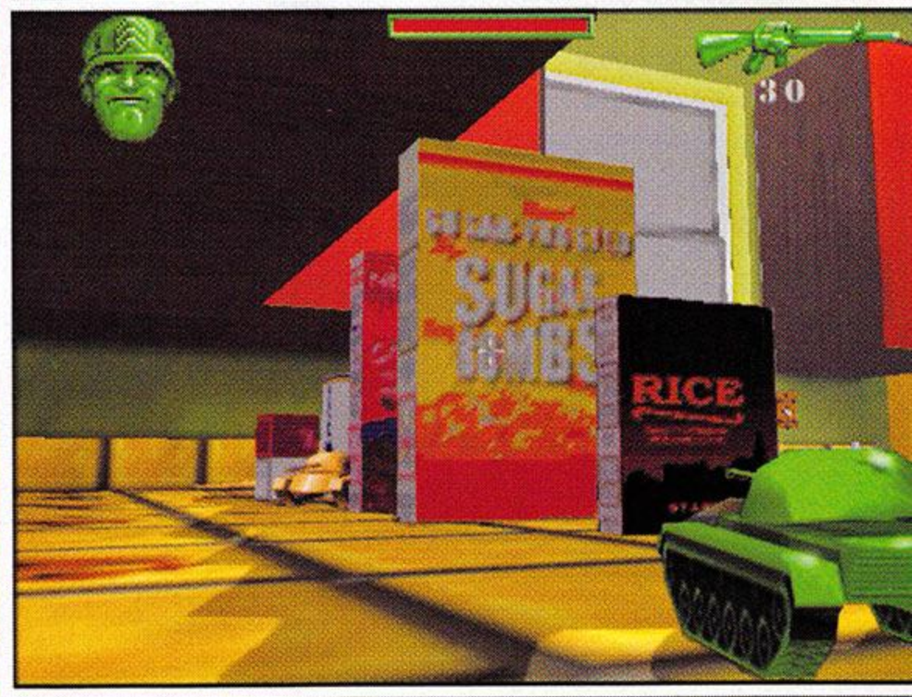
page 26

The evil makes a reappearance.



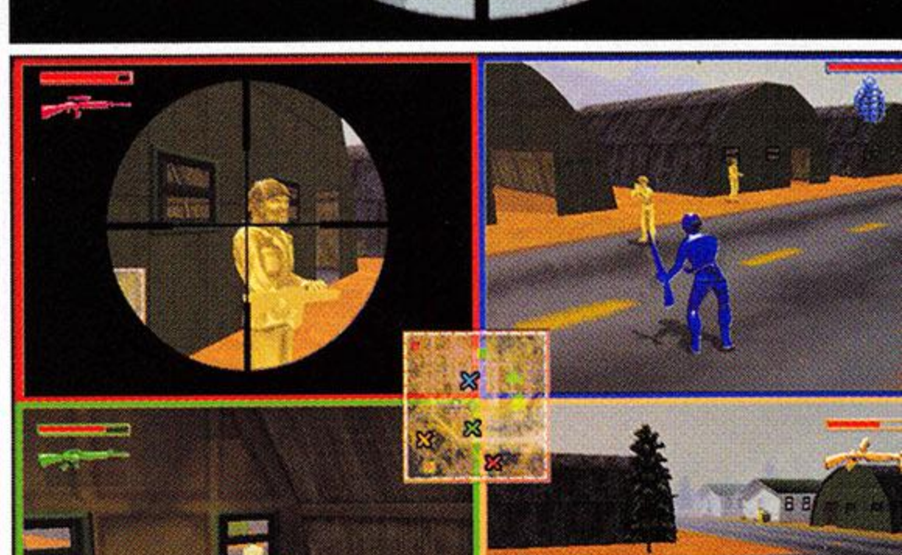
© 1999 The 3DO Company. All Rights Reserved. Army Men, Sarge's Heroes, Real Combat. Plastic Men., 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the 3-D "N" Logo are registered trademarks of Nintendo





ARMY MEN™ SARGE'S HEROES™

REAL COMBAT. PLASTIC MEN.™



3DO™

www.armymen.com

of America Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

Hot Topic: Violent games?!

With the new designs in the magazine, we've decided to add a few new features to our regular sections. With EXmail, we've decided to start a column in which one of our editors will solicit topics for discussion, so we can hopefully generate some intelligent exchanges for a change. (*wink*)

Soon after the recent shootings at Columbine High School, the media was quick to point out that the two teenage gunmen were avid players of Quake — a game newspapers described as "hyper-violent." Politicians took advantage of the situation to introduce a flood of legislation proposing everything from a total ban on firearms to restrictions on the display of violent videogames. Nevermind that none of the proposed legislation would have prevented the Colorado tragedy. The only thing that might have reduced the death toll was a law allowing high school security guards and/or teachers to carry concealed weapons — but, of course, this is illegal. Victims obey the laws even though their killers do not.

As usual, much of the legislation was based on emotion and not on any known facts. Despite all the media attention, there has yet to be a study proving a correlation between videogame violence and acts of violence perpetrated by those who play the games. Nevertheless, we must all feel a slight twinge of guilt about the content of many videogames. Otherwise, we wouldn't continue this soul-searching.

I am a firm believer in the free market. At the same time, I also believe that there are moral absolutes. Certain activities which are morally wrong — child pornography, for example — ought to be prohibited even if there is a market for it. Videogames, however distasteful some may be, do not rise to such a level. The system we have in place right now is a good one. Software publishers and developers decide whether or not the content of a game is appropriate. Once companies decide to release a videogame, a rating is given to inform buyers of the content before they take it home. The public decides the extent of sex, violence, profanity, and gore they are willing to tolerate. So long as retailers are not selling inappropriate games to younger children, I fail to see a problem in need of a remedy.

Parents also need to take the responsibility of finding out what their kids are playing, watching, and listening to. This duty did not begin with the advent of videogames or the Internet, nor will it end with the next new pastime. If you do not want your children exposed to certain types of games, you must continue to be their guardian (and, more importantly, you ought to teach your children why you find such games objectionable in the first place). If you are a teenager or an adult playing the games yourself, you should not support companies who release objectionable products and you ought to seriously consider whether or not your game playing is having an adverse affect on your life. Just because we have the freedom to make, buy, and play violent videogames doesn't mean we ought to do so.

-Mark Androvich

Dear PSExtreme,

What's up with SquareSoft? I was reading some PlayStation magazine recently when I saw a write up of Final Fantasy Anthology. Tears rolled down my cheeks when I read that only FFIII-IV would be appearing on this anthology. What I don't understand is how come SquareSoft doesn't release a boxed set that features the ENTIRE series. There isn't a single Final Fantasy fan I know that wouldn't love to own the entire series for the PlayStation, maybe with some updated graphics and some cinema thrown in just for good measure.

I am so absolutely confident that a boxed set like this would be HUGE in this country for 3 reasons:

1. Veterans of the series won't have to change gaming consoles every time they want to play some of their old favorites.
2. People that were just introduced to Final Fantasy recently because of Final Fantasy VII will get a chance to see how far the series has come and learn about the roots of some of the reoccurring components of them.
3. And last, but not least, there are great RPGs out there that we haven't gotten to play in this country. I myself have beaten every FF game ever made and it drives me insane that I cant play the games that they didn't release in the U.S. (even if they are outdated compared to most recent RPG's).

In any case, thanx for putting out the coolest gaming mag in the whole universe, as well as letting me vent out some of my frustrations on the subject.

Peace,
JEZT215

PS: Do ya think if we rally enough fan interest in something like this, it will make a difference?

It's actually FFV and FFVI that will be included on the FF Anthology. It's likely that they will release all of them on the PlayStation, eventually. They're going backwards.

Dear PS Extreme,

I would really like your opinion on this letter. I believe that Final Fantasy VII was the worst Final Fantasy next to our number one for NES. I really didn't like the concept of materia (whatever happened to Espers a la FFIII?). Where did the 4th and 5th fighter go? Now there are only 3 (Final Fantasy II consisted of 5 fighters on the screen at one time). I would also like a little more of a challenge, like FFII. One more thing; game play. FFII and FFIII had the best game play of any game I have ever played. Any game can be great with good game play. It doesn't have to have great graphics. Take, for example, Castlevania SOTN, one of the best games I have played and the graphics were anything but stunning. FFVII, in my opinion, concentrated more on graphics than game play, but not by much. Still, I found myself un-excited about parts of the game every once in awhile.

My conclusion: Square owns the biggest title in video gaming history ever (next to Pac-Man) but, in order to keep it that way, they must supply the game with certain game play additives, as well as graphics. Having a game that spans 3 disks means nothing, I find that a good old cartridge does it fine. So, what I am trying to say is: the next Final Fantasy to be released, excluding 8, should be more like the originals!

Thanks for listening,
Tim Sciascia

Many of the editors here had similar feelings about FFVII. The vast number of people who liked FFVII hadn't ever played a FF game, much less an RPG. For them, the simplistic game play and the linear storyline were a perfect hook to draw them into the RPG genre. The die-hard gamers, of course, were disappointed, since they were looking for the end-all, be-all of RPG games. Hopefully, now that the masses have gotten a taste of RPG gaming, they will demand a more elegant and complex game and Square, or someone else, will step forward and deliver.

Dear PSExtreme,

In response to your Hot Topic in Issue 7 (Vol 4), I'd like to say that I agree with Mr.Androvich that developers need to spend time just making good, or even great, games rather than trying to make "female" games. My girlfriend plays video games just as much as I do (if not more). We play a lot of RPGs and RPG/strategy games. Final Fantasy VII took me 80+ hours the first time, and I didn't even get all the stuff. She finished it in 50, with everything. Same thing for Tactics, both Final Fantasies and Ogre. I know many other female gamers in my community who love the PlayStation because it's the only system that hasn't tried to make (too many) "girly" games. My friend Patty was the first person I actually saw get Snake in the tuxedo (without Gameshark). I think that, if a game is good, it will appeal to anyone who likes games, and there are plenty of women who like them. I met and fell in love with the

greatest girl in the world almost exclusively over Final Fantasy 3. Since then, the PlayStation has provided countless good games, and many great ones. I know girls who love Resident Evil, Metal Gear, Syphon Filter, etc. I know girls who love RPGs. I couldn't have beat the first Tomb Raider without my girlfriend's help. Which brings me to my main point. Tomb Raider (1) was released as an action/adventure game. It was, and is, one of the best of the genre. The second and third games, however, were marketed as Lara, boobies, more Lara, more boobies, and finally, Lara and boobies. Most girl gamers that I know at least liked the first game, but won't touch the second or third. The first was about a strong female character, had good game play, and good replay value. The second and third were about young boys drooling over yet another image of (rendered) Lara doing something presumably naughty. I don't think anyone actually played the games. Every Final Fantasy game has been about a cast of characters, both male and female, fighting to save their planet from doom. *Anyone who likes games can get into it... male or female.* Going by my friends and gamers in my community, I'd say that game companies are reaching females, but only with the good stuff. As is in almost every facet of life, women are more discriminating about what they do with their free time. If game companies want them to spend more of it playing video games, they are going to have to spend less time putting out "fillers" that male gamers might buy just for the hell of it, and spend more time and effort making truly good games. Then, men and women alike will buy their games and we'll all be one big, happy, gaming family. Thanks for providing the forum.

John Roberts

Thanks for the great response. Just fyi's, the reader survey we did a year back showed we had 8% female readership.

Dear PSExtreme,

Hey, I love the mag. Anyways, the reason I wrote is because I want to clear something up for the readers of this mag. I'm from OK, and I am sick and tired of being thought of as a redneck for this reason. All Oklahomans aren't rednecks.

Sincerely,
Zach Mobley

And just what's wrong with being a redneck? Rednecks rule. Great, giant, horny toads! Where would we be without rednecks? Give us a sunburnt neck or give us death.

Dear PS Extreme,

I would like to know when you guys decide a game is finished enough to review. I just got my May copy of PSExtreme and found a review for Need for Speed:High Stakes, a game which has been on shelves since March 23 or 26 (I can't remember which). Meanwhile, last month's issue gave me reviews of R4 and Point Blank 2, both games that STILL aren't even out. I have many more examples of this, so you can't say that this one "slipped through the cracks".

Just Wondering
Ryan Zillmer

We review a game when the publisher sends it to us to be reviewed. It's up to them to make sure that it's not too early, since they're the only ones who know when it will really be released.

Dear PSExtreme,

Yeah, it's me again. I have another complaint, but don't worry I'll spare you guys and complain about something else. Ever since the conception of the DualShock controller, I've noticed a disturbing trend in the control found in newer video games. Let me say now that I absolutely hate Sony's attempt at an analog control pad. I find it to be awkward, slippery, and flimsy. As I was saying, I've noticed that, slowly, games seem to be phasing out the usefulness of digital controllers. For the most part, this slow transition has not affected me because it has come in the form of games like Croc, and other free-roaming games. These games haven't gone so far as to make digital control unavailable, however they have given a distinct advantage to those who prefer/use the analog control sticks. Recently, my territory was invaded. While playing NFS: High Stakes, I realized that something was dead wrong with the game. It took me a few races before I realized that controlling with the d-pad was sluggish, at best. I then tried analog (which remember, I hate); I was able to shave up to 5 seconds a lap off my best times with controlling which felt awkward. Is Sony punishing those of us who prefer our old-school methods of control? Are they slowly forcing us all to buy those goofy analog things? Couldn't they at least make an analog controller that was remotely comfortable? Quite frankly, if I wanted to play with analog controlling, I'd go out and buy an N64 and, let me tell you, those days are far off. Just thought I'd inform you that Sony's monopolizing one of their products.

Suspiciously yours,
Jared Watson

PS: My friend said "If I don't get at least a B in Science class, I'll give you a PlayStation controller." He got a C. Please tell him to cough that baby up. And tell him none of that analog crap can be accepted.

It's the nature of driving games to control better with an analog controller. How well would your car drive if you had to steer it with a d-pad?? Pretty poorly. Driving games that came out before analog controllers had very unrealistic handling because they basically steered for you. It was more like an interactive movie than a driving game... all you had to do was memorize where the correct spots to hit left or right were and at what speed you should be going into a corner, and you did good. As for action games, we haven't found any that didn't control well with the d-pad, even though they may control better with the analog pad. Analog control is simply superior, giving more precise control over the amount and direction of movement you have. With a d-pad, you have the choice of moving in eight different directions and you're either moving or not. With analog, you've got a choice of up to 256 directions, with up to 256 increments of speed. There are a myriad of third party analog controllers available if you don't like Sony's design. If you're on the internet, check out MadCatz, Interact, Nyko and others to see the wide selection available. Better yet, use a search engine and look for "PlayStation" and "analog".

Dear PS Extreme,

What can I say? You are the ultimate magazine in the world. If I wasn't so damn lazy, I would build a shrine in your honor. Okay, I think that's good enough. I have a few questions and comments for all the editors:

1. Kudos to Mr. Winding for his "Exit" column this month (May). You tell 'em Dave.
2. The mag has to edited a little better, don't take this harshly, I love you guys. I found a lot of errors in this month's mag. I know you will take care of it.
3. When is the Pocket Station due for release in America?
4. I saw a picture of a scene from Dead or Alive 2 from Tecmo, it looked very impressive. When is this game due for release? Will it be Pocket Station compatible?
5. I saved the most important question for last. Are there any paintball games coming out? (what's the deal if there is?) If there isn't, to all the developers reading this letter out there, please make one.

Thanks,
Tim Sciascia

1. *Okay. Kudos for the Kudos.*
2. *Ummmm. Nah. Editing sucks. Nobody likes doing it and people who do like doing it don't like games. So, what the heck?*
3. *The answer we gave last issue still stands. There are currently not enough of the little thingys to release in the U.S.*
4. *Dead or Alive 2 is planned to be a Sega Dreamcast-only title.*
5. *There are no paintball games coming out. You'll have to be happy with "real" bullets.*

Address all mail to:
EXMAIL
Dimension Publishing
1175 Chess Drive, Suite E
Foster City, CA 94404
e-mail: d3@quake.net
Send Greg some Bok Choi!
He's hungry! OFF@quake.net

CROC'S BACK WITH A BUNCH

Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!

Croc hurries along pathways, and scurries below them.

Croc picks up and throws objects to discover hidden clues!

OF NEW ZANY CHARACTERS!

CROC 2™

EVERYONE
E
CONTENT RATED BY ESRB

Croc's back *in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!*

PlayStation®

www.foxinteractive.com

CROC 2 © 1999 Argonaut Software Ltd. All rights reserved. CROC 2 is a trademark of Argonaut Software Ltd. © 1999 Twentieth Century Fox Film Corp. All rights reserved. © 1999 Nabisco, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Fox Interactive is a registered trademark of Twentieth Century Fox Film Corp.

LIFE SAVERS Gummi Savers®

ARGONAUT™

FOX INTERACTIVE®

EXware

In case you haven't noticed, we've been doing a little housekeeping here at PS Extreme. As a result of your requests, one of the new additions is the permanent addition of the EXware section. Each month, EXware will feature no nonsense reviews of the latest and greatest (well sometimes not so great) PlayStation gear.

The new EXware section is also your forum. You can ask questions about the PlayStation hardware, let us know about problems you've had with a particular accessory, or just ask us silly questions regarding the PlayStation hardware. So, if there's something you always wanted to know about the PlayStation, now is your chance to ask.

All EXware questions should be sent via email to PSEXware@aol.com. If you are a PlayStation vendor and would like to have your accessories reviewed in EXware you should also contact us at the email address above.

RF Max 900

nYko

MSRP: $29.95

When we first saw the RF Max 900 at E3, it looked to be one of the most desirable PlayStation accessories with the promise of making the PlayStation's A/V connection truly wireless. Alas, it was not as good as it seemed.

The RF Max consists of two units. There is a transmitter, which connects to the A/V output of your PlayStation and a receiver, which hooks up to the RF connection on your TV. Then, through the magic of 900 MHz technology, the RF Max allows the PlayStation to be placed anywhere within the room and still display an image on the TV.

The problem with the RF Max lies in the quality of the signal being transmitted. Visually, RF connections will always be worse than composite or S-Video. if you've been playing your PlayStation with anything other than the RF connector, you will notice the drop in picture quality.

Were it just a slight loss in picture resolution, we probably could have forgiven the RF Max given the coolness factor, but the sound also suffers — tremendously. Running through the RF Max, the sound is muddy and full of sound peaks. This makes all of the games sound as if they are being played on max volume, even when the TV sound is down low. Switching to a standard A/V cable resolves all of the problems.

The RF Max 900 is a product that we really wanted to like. The concept is good, it is just the execution that has a few flaws. Hopefully nYko will take this one back to the drawing board and correct the problems with the unit.

Import Game Converter

innovation

MSRP: $29.95

Before the Import Game Converter hit the market there were only two viable ways to play import games on an American PlayStation. 1) You could either attempt a "swap trick" or 2) you could purchase and install a mod chip.

The swap trick was handy, but Sony soon learned of its existence and quickly redesigned the PlayStation to make the swap trick near impossible to execute. The second option, installing a mod chip, is much more convenient, but it completely invalidates your PlayStation warranty.

The converter works by using a modified form of the original swap trick. Right after booting an original disc, the converter will pause the PlayStation and stop the game disc from spinning. You are then given a message that it is OK to swap discs. At this point, you simply insert the import game, press a button and you are good to go.

Being skeptical of the converter, we decided to try it out on a few games here in the office. The converter worked on every one, including Final Fantasy VIII.

There are only two minor caveats to using the converter. The first is that, since the parallel port is taken up while using the converter, you cannot use a Game Shark in the system. The second has to do with how the converter works. Because you are swapping discs the PlayStation is reading the table of contents from the original game. This can result in messed up music for some games — annoying, but not life threatening.

If you've been hankering to try out an import, but don't want to risk a mod chip, the Import Game Converter is the way to go.

Game Shark Pro

interAct

MSRP: $49.95

The GameShark is easily one of the most useful gaming accessories ever to appear for the PlayStation. As an integrated cheat system, the Shark has given players more cheat codes than they could ever imagine. Of course, game players are a demanding bunch and are always asking for more. With the GameShark Pro, Interact has delivered an upgrade that should make any PlayStation gamer happy.

The biggest change to the GameShark Pro is the simple addition of new features. The Pro has the same cheat engine as the original Shark, but that is only the tip of the iceberg. In addition to the cheats, the Pro has a disc explorer, which allows you to view movies and images from a PlayStation disc, an eight card virtual memory system, an integrated hacking utility and the ability to connect to a PC via a standard parallel port (unlike the original Shark which required a $50 Comms Port card in order to hook up with a PC).

Easily the most powerful feature of the new unit is the hacking utility. This utility, and a little patience, are all you need to create your own GameShark codes. By itself the utility is powerful, but when hooked up to a PC via a parallel port the hacking utility is great. Finding codes can be a tedious process, but the utility makes it accessible to anyone.

The virtual memory system is another new addition to the Pro, and something which avid gamers should appreciate. Interact knows plenty of gamers leave their Shark in the system at all times, so they included memory card support. The Pro has the ability to trick the PlayStation into thinking there is a memory card installed, when it is really accessing another part of the Pro's memory. The virtual cards work just like regular cards, except that they reside completely within the Pro. It is possible to copy saves from a virtual card to a real card.

While the prospect of having to buy a new GameShark may not be appealing to current owners, trust us on this. The GameShark Pro is worth the cash.

Colored Dual Shock

Sony

MSRP: $29.95

The original Dual Shock controllers worked great, but there is no denying the basic color scheme was a little drab. Japanese gamers were given the colored Dual Shock controllers ages ago, while the poor gamers here in the States were stuck with the generic gray Dual Shock and forced to pay high import prices if we wanted to add a little "personality" to our PlayStations. Well, no more. Sony has finally released the colored Dual Shock here in the U.S. All we have to say is, it's about time.

Available in five colors (four new) the Dual Shock is now available in original gray, matte black (to match a Yaroze), transparent blue, transparent green and clear. Incidentally, there is a midnight blue Dual Shock controller as well, but it is not available for retail sale. The midnight blue controllers were given away as part of a Sony contest last year.

While the selection of colors isn't huge, it is more than we had before. The colored controllers are a godsend to those of us that have customized our PlayStations and want to have something a bit different.

Aside from the colors, and any witty comments I can muster, the colored Dual Shocks are pretty much equivalent to their old school gray brethren. The physical mold has not been changed — as happened when Sony moved from the Dual Analog to the Dual Shock — so the new Dual Shocks are just as comfortable as ever. If you've been thinking about picking up a second controller, now may be the time.

Wild game, baby.

Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.

PlayStation®

TEEN T CONTENT RATED BY ESRB

POINT BLANK 2™

namco®

www.namco.com

Guncon for use with software that displays the Guncon icon.
Point Blank™ 2 sold with Guncon and without.

Point Blank™ 2 & © 1994 1997 1998 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Guncon™ & © 1996 Namco Ltd. All Rights Reserved.

from around the globe

NEWS EDITOR: CHRIS KRAMER

Yeeeehaaa! Dukes of Hazard To Rebel Yell Onto The PlayStation!

From the same company that brought you Men In Black (ack!) comes the game that hundreds of backward-ass hillbillies and NASCAR fans have been screaming for: The Dukes of Hazard. You're probably slapping yourself in the head right now, saying, "How could it have taken so long for someone to realize the value of this incredible license?" I mean, we haven't had a solid Dukes game since the ColecoVision. Well, "thankfuly", South Peak Interactive has heard the pleas of all you crazy PlayStation-ownin' rednecks and is bringing the kooky antics of Bo, Luke,Uncle Jesse, Boss Hog, Rosco P. Coltrane, Flash, Cletus and Daisy's short pants to glorious 3D life.

While there's not much info on the title at this point, we're quite sure there's gonna be a buncha missions where you drive the General Lee real fast, picking up power-ups, crashing into backwoods cop cars and (hopefully) shooting dynamite-tipped arrows out of the passenger side. Sounds like more fun than a barrel o' chaw!

South Peak is in the process of creating several other licensed potential disasters, including a Wild Wild West game (when this news editor saw the film at an early screening, I descibed it as "One of the worst things I ever sat through"), as well as Scooby Doo and the Flintstones Rockin' Bowling. Isn't it amazing that all this stuff can be put out by one company? You'd think this sort of magic would have to be sprinkled around several different publishers... or by Acclaim circa 1993.

Square Makes A Lot of Money; Perhaps Too Much

Hey, we're all koo-koo for Cocoa Puffs about PlayStation 2, especially when it comes to any information regarding Square's involvement in development for the new system. In Japan, the company has recently announced plans for Sony's new hotbox, which should be enough to make millions of teenage boys chew on their headgear in anticipation. A press release revealed that "Six to eight major project teams will be formed by taking staff from the subsidiary companies, such as programming, planning and CG." This is a significant investment in terms of time, money and staff. Of course, you know these games will absolutely rock the house, but, Jeez!

Let's figure that an average Square PSX2 game will demand the full-time efforts of fifty people (a modest team, by Square's standards). We'll use the Magic Eightball to guess that most of those folks will be earning, on average, $65,000 per year. So fifty people times eighty-five thousand, multiply by two years and you get a development cost of 6.5 million dollars. That doesn't even include marketing, sales and PR costs. And we're low-balling our guesstimates, folks.

See our related story, "The Flipside of PlayStation 2" for a look at how PlayStation 2 development is going to crush small developers.

Up From the Grains Of the Shaolin Soil, Activision Gives It Up For the Wu

Amidst all the whining about "censorship" last year when EA cancelled the ultra-violent fighting game, Thrill-Kill, people forgot one thing: the game was stupid. Sure, it had a nice engine, pretty good graphics and four-player fighting, but everything else about it was horrible. Paradox, the game's developer, set out with a rather childish set of goals: to make the most disgusting, offensive, stupid game possible. Congratulations, guys. EA actually showed that they had good taste as well as good sense when they nuked that particular title.

Here comes the part where all those who cried "Foul" will be made happy. Paradox has managed to resurrect the Thrill-Kill engine for a game that's guaranteed to be, in its own way, just as controversial. Get ready to enter the 36 Chambers in the first fighting game based on a rap act. Yup, New York posse, the Wu Tang Clan, are set to star in their own fighting game. Method Man, ODB (or Big Baby Jesus, depending), Ghost Face Killah, U-God, Inspecta Deck, Capadonna, Master Killa, the RZA, the GZA, Raekwon, and whoever else happens to be standing around at the time, will undoubtedly appear in this kung-fu-and-weapons brawler.

One can only imagine the various members' special attacks: Meth blows smoke into the face of his enemies and stuns them, RZA makes strange sounds and babbles to confuse his opponent and every thirty seconds, ODB is arrested for doing something stupid. If there is a God, PS Extreme will get to interview the entire set for a future issue.

from around the globe

PlayStation 2 Rocks Show Floor At E3

After repeatedly denying the possibility of the PlayStation 2 being shown publicly at E3, Sony gave into the unstoppable wave of industry demand and rolled the magic out for all to see. Coincidentally, this decision was made about the same time that Nintendo began hinting that they would be talking about their new hardware at the show (more on that elsewhere). Regardless of the reasons, the PlayStation 2 managed to draw hefty crowds throughout all three days of E3. There was never a point in time when there wasn't a crowd gathered around. Sony had thoughtfully stationed a person to run through the various tech demos (which were essentially the same software presentations that were shown in Japan) and to explain what each of the demos meant for the future of gaming. Sony also had a new and improved Grand Tourismo demo, which was the original game utilizing the powers of the PlayStation 2 hardware. This demo included larger, more detailed car models and real-time lighting and reflection mapping — all at 60 frames per second. We can't wait to see some original content created for the new system.

Sony Cancels PocketStation

A dark day has dawned for those of us excited by the idea of carrying a PlayStation in our pants. Sony announced that the embattled PocketStation will not be released in the United States after all. SCEA sites limited resources and general lack of enthusiasm in the US for the death of our little infra-red buddy.

This news comes as a big disappointment to companies like Namco and Capcom who have products already available here that utilize the PocketStation's capabilities. Both the US versions of Ridge Racer Type 4 and Street Fighter Alpha 3 have built-in PocketStation mini-games that US consumers will evidently never get to play.

Having had a chance to play around with the Japanese version, we're bummed that the little trinket isn't going to make it here. The mini-games were nothing spectacular, but were an interesting diversion and addition to their PlayStation titles. People could even download a PocketStation program that allows the unit to act as a remote control for Sony TVs, a neat and unusual little feature.

As a memory card, however, the PocketStation left something to be desired, since the battery would unexpectedly die, erasing any saved data you had on it, which is definitely not a good thing if you had a bunch of important saved games on it.

And Now For the Real Battle: PlayStation 2 Versus Next-Gen Nintendo

As the buzz on the Dreamcast slowly peters out, Sony's about to face some competition from a company that's a little more together, a little more fierce and a little more sure of what they're doing. That company is Nintendo, who dropped the specs on their new system at the start of E3 in an effort to one-up Sony.

Nintendo's next game box, which is currently going under the uninspiring title "Project Dolphin," will be a DVD-based unit, with technology borrowed from Matsushita, IBM and ArtX (former Silicon Graphics employees). The core processor will run at 400MHz and will be based around a variant of IBM's PowerPC chip, while the graphics chip is a 200MHz dedicated processor designed by ArtX. The PlayStation 2, in comparison, is slated to be a 300MHz DVD-ROM system with a 150MHz graphics chip.

Project Dolphin? How do the Japanese manage to consistently come up with some of the weakest names possible for video game systems. Is anyone supposed to be inspired by "Dreamcast"? it's the kind of thing a middle-aged marketing type would come up with to try to reach "the youth of today," but instead ends up sounding like some sort of gay musical. Even PlayStation sounds dumb, if you think about it, but it's something we've come to live with over the years (and also the reason why we usually refer to it as the PSX).

The industry scuttlebutt around the show floor at E3 suggested that the PlayStation 2's unceremonious unveiling was due more to Nintendo's sneak attack than anything else. Sources suggest that Sony originally intended to show the new hardware only behind closed doors and during their annual industry party, but the news of the Nintendo's 2000 machine prompted a bit of last minute shuffling on SCEA's part.

Top Selling PS Titles

APRIL, 1999

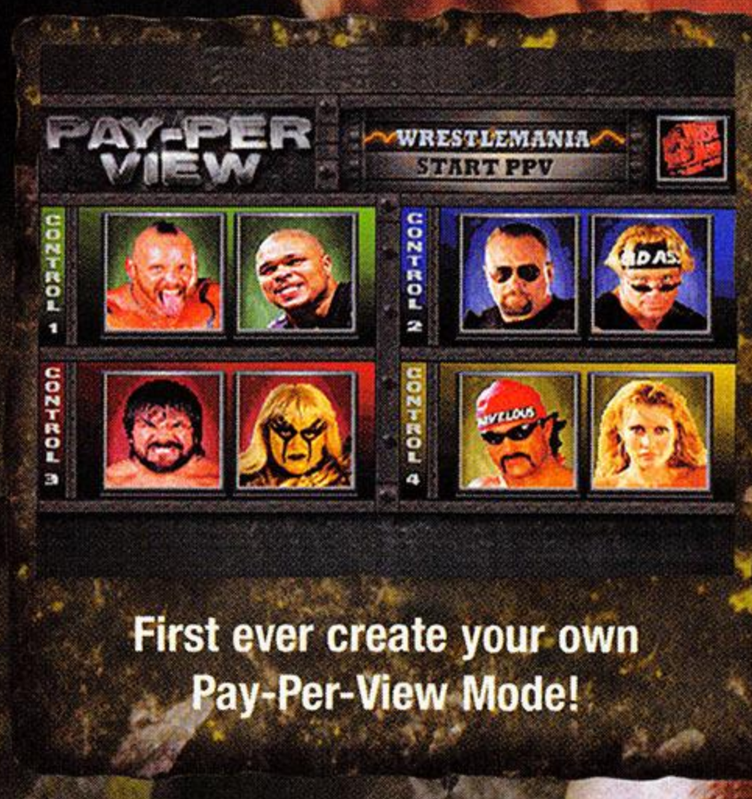
Source: NPD TRSTS Video Games Tracking Service
900 West Shore Road, Port Washington, NY 11050
(516) 625-2294

The ratings reflected above are those of Dimension Publishing and do not represent the opinions of NPD TRSTS.

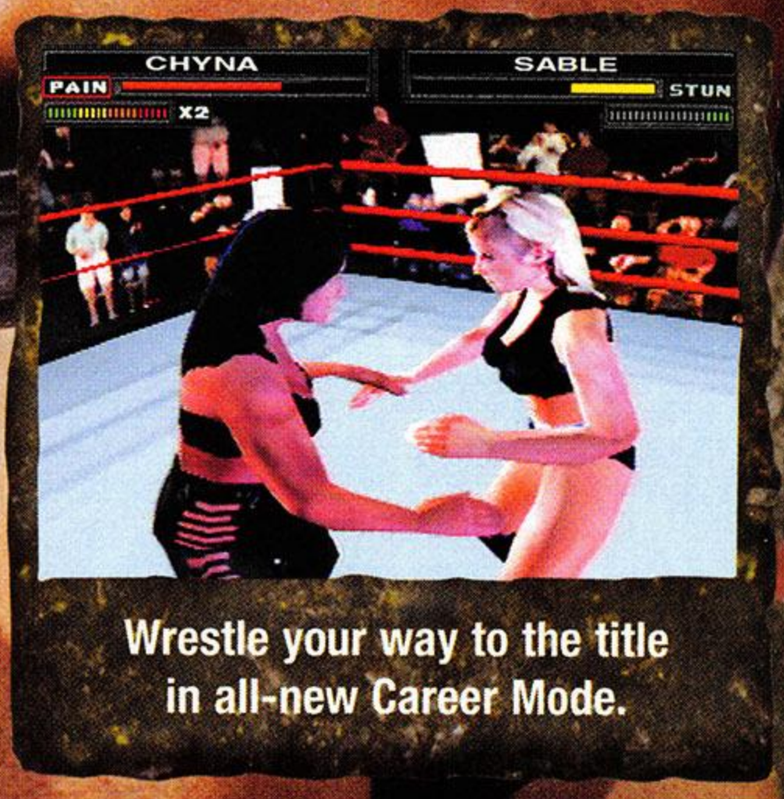
** Not in Top 10 Last Month

WWF ATTITUDE™

Get It!



First ever create your own Pay-Per-View Mode!



Wrestle your way to the title in all-new Career Mode.

ACCLAIM SPORTS

www.acclaimsports.com

www.wwf.com

For more information on game ratings contact the ESRB at 1-800-771-3772. WWF Attitude™ World Wrestling Federation and its logo are trademarks of Titan Sports, Inc. © 1999 Titan Sports, Inc. All rights reserved. Nintendo, the Official Seal, Nintendo 64, Game Boy, Game Boy Color and the 3-D "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of Amercia Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Acclaim is a division of Acclaim Entertainment, Inc. TM, ® & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown were taken from the Nintendo 64 version of the video game.

World Wrestling Federation
OFFICIAL LICENSED PRODUCT
PlayStation
GAME BOY COLOR
NINTENDO 64
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info
CONTENT RATED BY ESRB

SEND US YOUR CODES AND WIN BIG PRIZES!

Each month we'll pick the best code sent in by our loyal and intelligent readers and send that person a brand spankin' new copy of AGETEC's hot destruction game for the PlayStation, **Armored Core: Project Phantasma** or, if fighting's your thing, AGETEC's **ASCII SpecializedStick** (you decide). But wait! That's not all: if you act now, we'll also include AGETEC's super stylish **ASCII Grip one-handed controller** for the PlayStation, for your controlling pleasure, PLUS **twelve (12) free issues** of the best, the first, monthly dedicated PlayStation magazine, ***PSExtreme***, of course! Whoa! That's a lot of cool stuff for just a code; what are you waiting for?

WE HAVE A WINNER!

Thanks and two great big hugz go out to **Jon Walker from Westerville, OH.** Jon was so kind to send us these kewl Ehrgeiz codes, we have become very pleased in a big way. We're so pleased now. Jon, you're the big winner this month with the big ASCII Sphere 360 being the big prize. Good work and keep it up with the good big codes! Ok, thanks, bye. Splat!

Ehrgeiz

SECRET OPENING MOVIE
To get the secret opening movie turn on the game without touching the controller. Wait until the beginning movie repeats itself 4 times. Then the secret opening movie will be in the Movie Player. Press → on the opening movie option to select it.

INFINITE MODE
At the "Press Start" screen, press L1 + Start for infinite mode.

RACETRACK MODE
At the "Press Start" screen, press R1 + Start for racetrack mode.

CONTEST RULES: Anyone of any age can enter. The only people not eligible to win are employees of Dimension Publishing or AGETEC, their friends, family, pets and anyone they talk to or know of. Dimension Publishing reserves the right to make any and all decisions regarding the contest. One winner per month will be chosen, at Dimension Publishing's discretion, based on the code or trick supplied by the entrant. If you win but do not specify, in your code submission, which prize you want to receive, then we will choose for you.

Legend of Legaia

SELL BREAD FOR BIG BREAD
When you reach Sol, get a couple of tokens and play the slots. Be patient enough to get a bonus game. Go for three 10s or anything really high. Repeat this process until you have 3,500 to 5,000 or more tokens. Exchange all your tokens for soru bread and sell it at any store in town. You'll get 3,000 gold for every piece of bread! You can now buy all the supplies in Sol and have 99 of some items. Repeat this trick as often as necessary.
Codes submitted by Roger Wilko

3Xtreme

ALL EXHIBITION TRACKS
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**VOUYEUR**" at the codes screen to unlock all the Exhibition tracks.

ALL FREESTYLE TRACKS
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**TRIXXY**" at the codes screen to unlock all the Freestyle tracks.

ALL ALIEN CHARACTERS
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**ASTROMEN**" at the codes screen to unlock all the alien characters.

PLAY AS LUG NUT
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**LUGNUT**" at the codes screen to unlock Lugnut. Lug Nut is a Frankenstein skateboarder with 95% in all attributes.

PLAY AS BINK
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**BINK**" at the codes screen to unlock Bink the alien skateboarder.

PLAY AS RED CAR
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**REDCAR**" at the codes screen to unlock Red the car.

PLAY AS DOMINIQUE
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**DOMINIQUE**" at the codes screen to unlock Dominique. Dominique is a monster with 95% in all attributes.

PLAY AS NYUB
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**NYUB**" at the codes screen to unlock Nyub the alien rollerblader.

PLAY AS WHITE CAR
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**WHITECAR**" at the codes screen to unlock White the car.

PLAY AS TP
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**TP**" at the codes screen to unlock TP. TP is a mummy with 95% in all attributes, with a bike called Pharoah.

PLAY AS GEEP
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**GEEP**" at the codes screen to unlock Geep the alien biker.

PLAY AS BLUE CAR
At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter "**BLUECAR**" at the codes screen to unlock Blue the car.
Codes submitted by Alfonso Bogsmak

GTA: London 1969

CHEAT CODES
Enter one of the following codes as a player name. Note: All codes in the game may be used in combinations. Enter and accept a code, then go to "Rename" and enter another code. Your character can also be renamed to any desired name after the last code is entered.
Enter "**HAROLDHAND**" as a player name for all levels, all weapons, infinite ammunition, "Get Out Of Jail Free" card, armor, parrot picture, 9,999,990 points, ninety-nine lives, 5x multiplier, no cops, display coordinates.
Enter "**GETCARTER**" as a player name for all levels, all weapons, infinite ammunition, "Get Out Of Jail Free" card, armor, ninety-nine lives, 5x multiplier, maximum wanted level, display coordinates.
Enter "**FREEMANS**" as a player name for all levels, all weapons, infinite ammunition, "Get Out Of Jail Free" card, armor, 5x multiplier.
Enter "**DONTMESS**" or "**TOOLEDUP**" as a player

name for all weapons, infinite ammunition, "Get Out Of Jail Free" card, armor.
Enter "**SORTED**" as a player name for all levels, all weapons, infinite ammunition, "Get Out Of Jail Free" card, armor.

ALL LEVELS
Enter "**RAZZLE**" or "**READERWIFE**" as a player name.

LONDON LEVELS 1 AND 2
Enter "**MAYFAIR**" as a player name.

LONDON LEVELS 1 THROUGH 3
Enter "**PENTHOUSE**" as a player name.

NINETY-NINE LIVES
Enter "**MCVICAR**" as a player name.

9,999,990 POINTS
Enter "**BIGBEN**" as a player name.

5X MULTIPLIER
Enter "**SIDEBURN**" as a player name.

MAXIMUM WANTED LEVEL
Enter "**OLDBILL**" as a player name.

NO COPS
Enter "**GRASS**" as a player name.

DISPLAY COORDINATES
Enter "**SWEENEY**" as a player name.

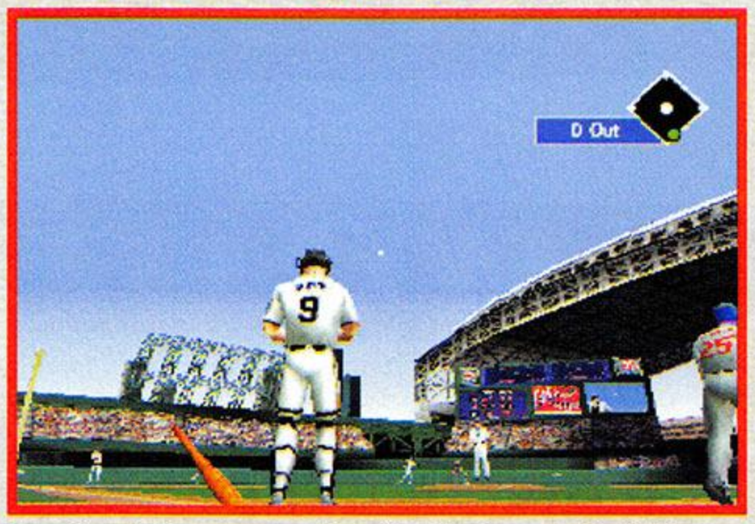
Codes submitted by Alfonso Bogsmak

Sportscar GT

EASY CASH
in GT3 mode, buy the silver Saleen Mustang then turn around and sell it. You can buy it for $39,000 and sell it for $55,000

Codes submitted by DaStranj1

Triple Play 2000



For the following codes, hold down all shift buttons (L1 L2 R1 and R2)

CLUTTER BEGONE
Press △, ↑ or ↑, △ repeatedly (and quickly) until the on-screen displays are turned off. This is great if you just want to "watch" a CPU vs. CPU game: it's just like being at the ball park!

EASY HOME RUN
△, □, △, ○, ✕, □, ←, →. If done correctly, you should hear a confirming sound. Just make contact with the next pitch for an easy home run. This code needs to be entered before each pitch.

ONE-PITCH STRIKE OUTS
↑, ↓, △, □, △, ○, ✕, □. If done correctly, you should hear a confirming sound. No matter where the next pitch is thrown, it'll be a called strike out (as long as the batter doesn't make contact with the pitch).

EXTENSIVE ANNOUNCER CHATTER
↑, △, →, ○.

EXTENSIVE CURRENT BATTER INFO
←, □, ↑, △.

EXTENSIVE TRIVIA BY ANNOUNCER
↓, ✕, →, ○.

EXTENSIVE WEATHER COMMENTS
✕, ↓, △, ↑.

EDITABLE CAMERA VIEW
→, ←, ↑, ↓, →, ←. If done correctly, you should hear a confirming sound. Use the D-pad, shift buttons (L1 L2 R1 and R2), △ and □ to modify the camera view.

THEY'RE IN THE GAME
At the main menu, choose "Single Game." At the team select screen, press ←, →, ←, →, ←, →, ←, →, ←, →, ←, →. If done correctly, you should hear a confirming sound. You'll now be able to play as the developers of the game.

Codes submitted by Roger Wilko

Fisherman's Bait

CATCH BIGGER FISH
At the Lure Selection Screen, press △, ○, □, ✕, R1,+R2. You'll catch some serious fish.

UNLOCK CONCAVE DAM
To unlock the Concave Dam lake, just play the game 50 times. To see how many times you've played, just check the memory card icon for the game.

Codes submitted by Roger Wilko

Rushdown

UNLOCK ALL TRACKS IN ARCADE MODE
On the main menu screen, hit ↑, ↑, ↓, ↓, ←, →, ←, →, △, ○, △, ○. This will unlock all the tracks in the arcade mode.

Codes submitted by Jeane Wong

Send all code submissions to:

EXECUTE

Dimension Publishing
1175 Chess Drive, Suite E
Foster City, CA 94404
or email us at: **d3@quake.net**

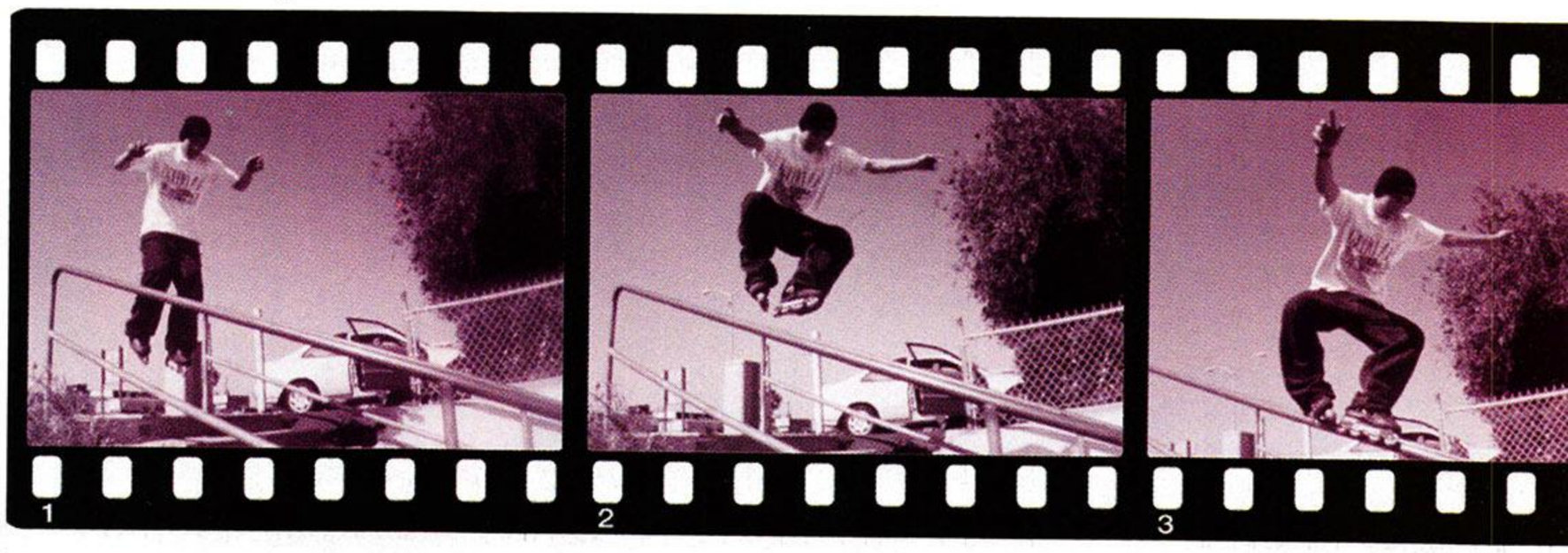
GAME SHARK Codez

Welcome to the Game Shark section. Each month we'll list the newest and coolest codez right here for your cheat'n pleasure. Warning: These codes won't work without a Game Shark. For the latest codez and info, get on the internet and check www.gameshark.com, gsccc.simplenet.com or www.datel.co.uk. If you find a code doesn't work, you may need to upgrade your Game Shark. Check your instruction manual for details.
(Most of these codes are "unofficial" and may or may not work correctly at all. Use at your own risk.)

```
RIDGE RACER TYPE 4 (GameShark v3.0)
Unlock Extra Trial .........800F3B24 0001
Complete Extra Trial .......800F3B2C 0101
                            800F3B2E 0101
All Tracks Unlocked ........800F3ADC FFFF
                            300F3B24 0001
                            800F3B28 0101
                            800F3B2C 0101
Infinite Tries .............800AD698 0303
Speed Modifer ..............D00F3BEA 0100
                            800AC288 ????
Have All Cars ..............50002002 0000
                            800F3AE0 FFFF
Lap 1 is 0:00:00............800F4D58 0000
Lap 2 is 0:00:00............800F4D5C 0000
Lap 3 is 0:00:00............800F4D60 0000
Lap 4 is 0:00:00............800F4D64 0000
Lap 5 is 0:00:00............800F4D68 0000
Lap 6 is 0:00:00............800F4D6C 0000
Bonus Disc Included
Ridge Racer HI REZ
Infinite Checkpoint Timer ..80088488 06C5
Laps Are 0:00:00            80088958 0000
                            8008895C 0000
                            80088960 0000
Always First ...............80088948 0001
Speed Modifier Codes........05B5 - 200MPH
                            0890 - 300MPH
                            0B68 - 400MPH
                            0E47 - 500MPH
POINT BLANK 2 (GameShark v3.0)
Castle Mode Codes
P1 Infinite Lives ..........800BD4E8 0003
P2 Infinite Lives ..........800BD4EA 0009
Theme Park Mode Codes
Infinite Lives .............800A8D48 0009
Super Bullet Train
Max Targets Hit ............D00B30BC 0000
                            800B30BC 0FFF
Cosmic Drive
Max Targets Hit ............D00B3248 0000
                            800B3248 0063
Abyss Tours
Max Targets Hit             D00A8F12 0000
                            800A8F12 0063
Haunted House
Infinite Time ..............800B263C 012C
GEX 3 (GameShark v3.0)
Moon Jump ..................D00A3E24 0080
                            800A290C 006F
Invincible .................800B37B8 002E
Infinite Health ............800AA5D0 0005
Infinite Lives .............800AA5CC 0064
99 Coins ...................800AA5DC 0063
99 Paws ....................800AA5D8 0063
99 Flies ...................800AA5D4 0063
99 Remotes .................800AA5E0 0063
WE KYPE OUR KODEZ FROM www.cmgsccc.com
```

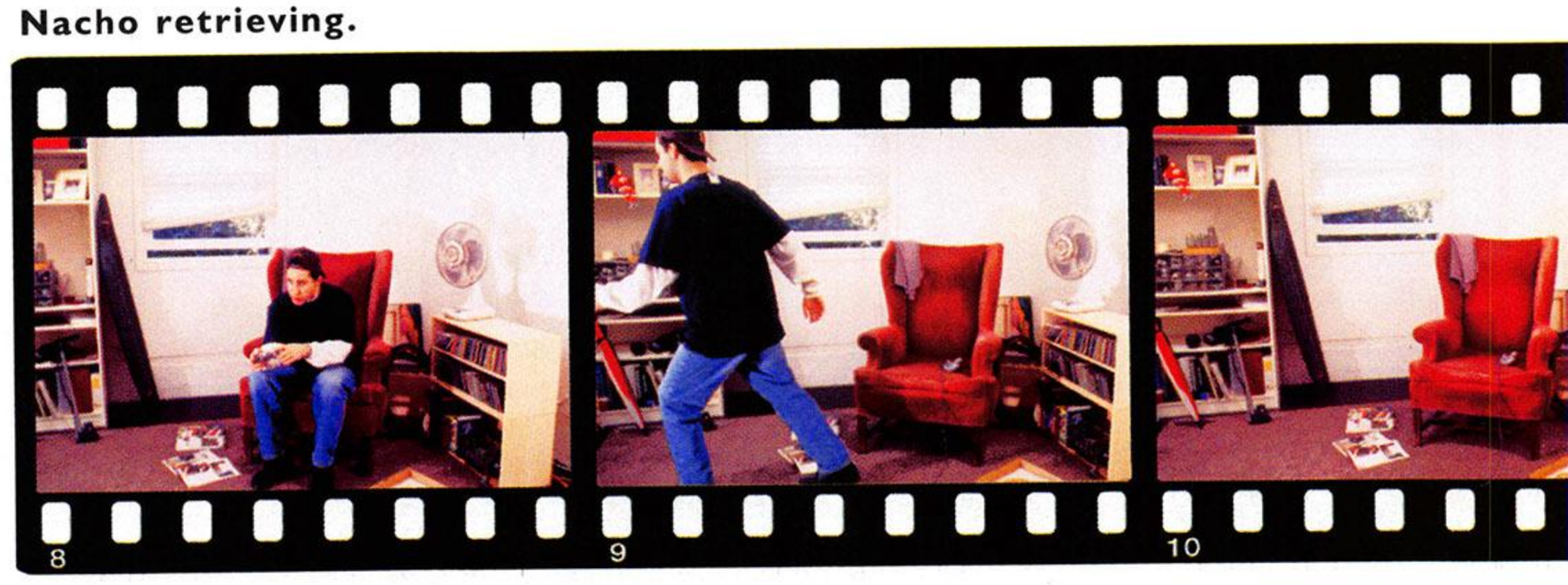
BMX-ing.

In-line skating.



Skateboarding.

Nacho retrieving.

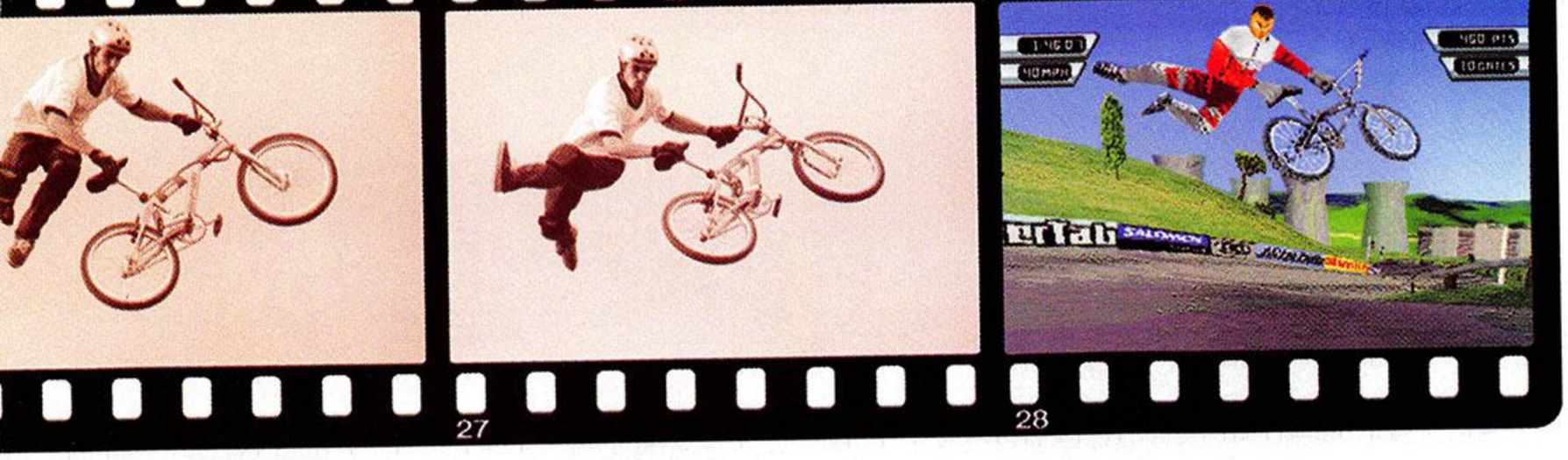


989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Studios. ©1999 Sony Computer Entertainment America Inc. Playstation and the Playstation logos are registered trademarks of Sony Computer Entertainment Inc.

PlayStation®

EVERYONE
E
CONTENT RATED BY
ESRB

Huge air. Phat moves. And sick tricks. It's 3Xtreme. The completely insane freestyle racing game where you pull off more than 45 different tricks on 27 different tracks. Not only can you nail kick-flips, grinds and 720 backflips, plus hundreds of combos on

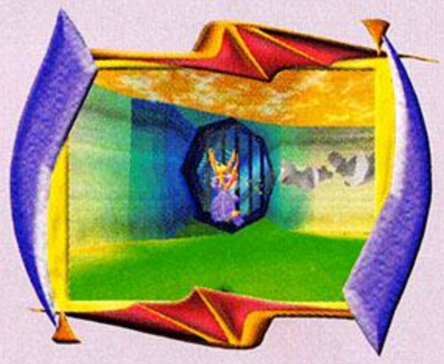


in-line skates, BMX bikes and skateboards, but you can also throw punches and jabs. Which brings new meaning to the phrase, "beat the competition." So pick it up, and remember. If you're looking for a little friendly competition, play badminton.

989 STUDIOS

THE NEXT ADVENTURES OF SPYRO™ THE DRAGON

published by: Sony
developed by: Insomniac
percent complete: 70%
release: Fall

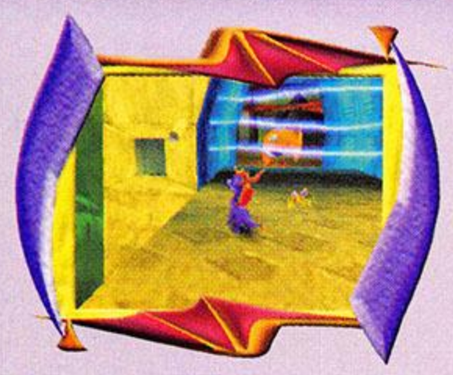


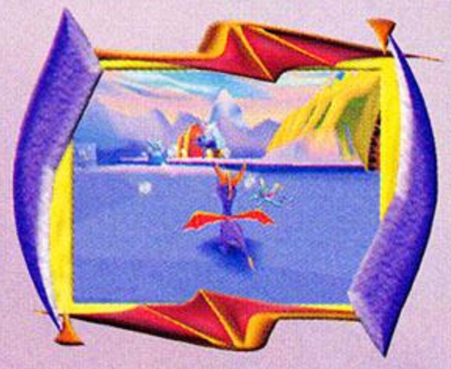
it's been less than a year since SCEA's Spyro the Dragon soared to hit status, on the wings of one of the most impressive, fluid 3D engines to be found in the PlayStation world. Of course, it wasn't all about pretty pictures. Spyro featured great gameplay and hilarious enemies as well.

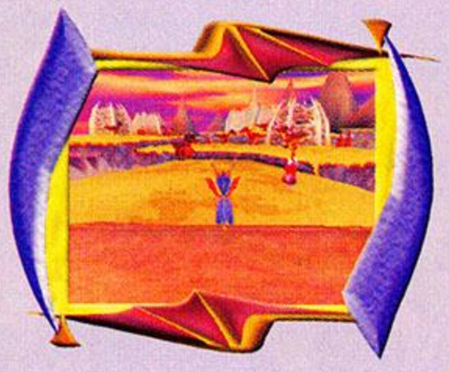
Apparently, Insomniac Games, along with Mark Cerny's newly formed consulting company, Cerny Games, had a very short vacation after completing the first game, because Spyro 2 (working title) was at the show and looking ahead of schedule for a November release. What makes this feat even more impressive is that the developers have been able to create 30 all-new levels and completely new enemy characters. And, they haven't forgotten about our protagonist. In the sequel, Spyro can swim, glide-hover and supercharge, in addition to all of the cool moves he was putting on in the original game.

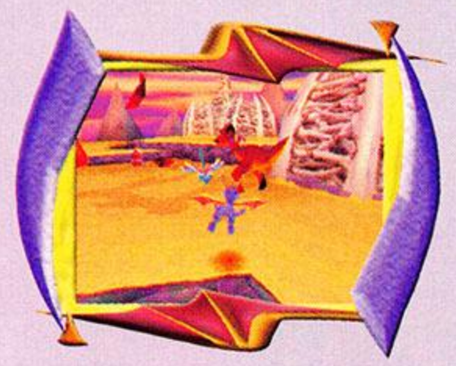
The basic story in Spyro 2 is that, after rescuing the dragon families and collecting all of the stolen treasure, the elder dragons treat him to a vacation at Dragon Shores. But, on his way through the portal, Spyro is transported to an enemy universe, where the evil Ripto is brewing a dangerous plan. And so the adventure begins.

I had a chance to play the game with Ted Price, Insomniac Games' fearless leader, for about an hour at the show. I came away feeling that, while there certainly is consistency in the world of Spyro between the two games, the sequel is going to be a much deeper and involved game with greater variety. Spyro 2 features more interactive environments, with many puzzles and secret areas. In addition, there are a number of mini-games that must be accomplished within the flow of gameplay. The two examples I played were absolutely hilar-

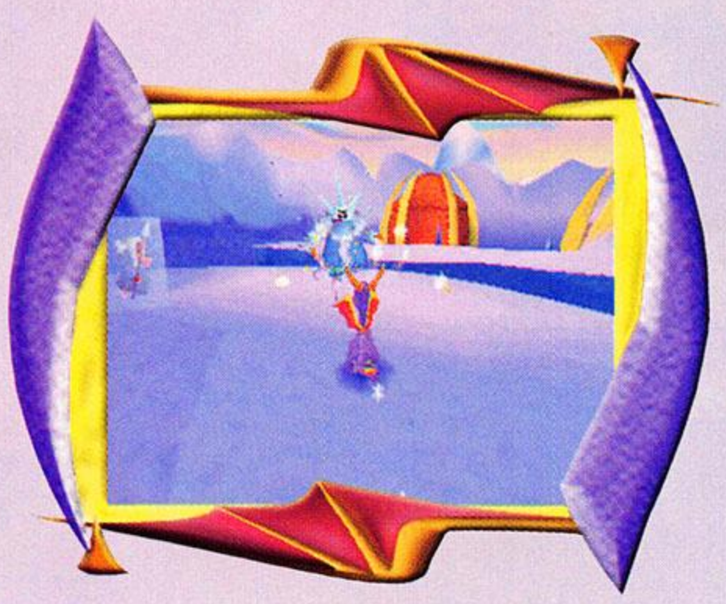






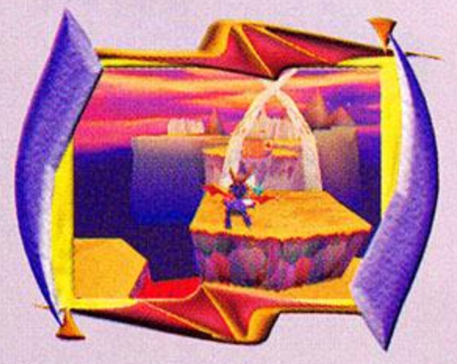


ious and great fun. The first is a hockey game where Spyro has to score five goals in under two minutes, one-on-one versus a huge, nasty goalie. Assuming you succeed, you are given a goalie and the bad guy adds a forward to his team. Now, it's two-on-two action where the first team to score five goals wins. The other mini game involved charging a series of little characters to knock them off the side of a cliff — before they are snagged by the bad guys and dropped into a vat of boiling liquid. A similar style mini-game has you trying to nose-flame bad dinos before they snarf some innocents. In both cases, the action gets faster and faster until you are charging around the screen with little time to react.

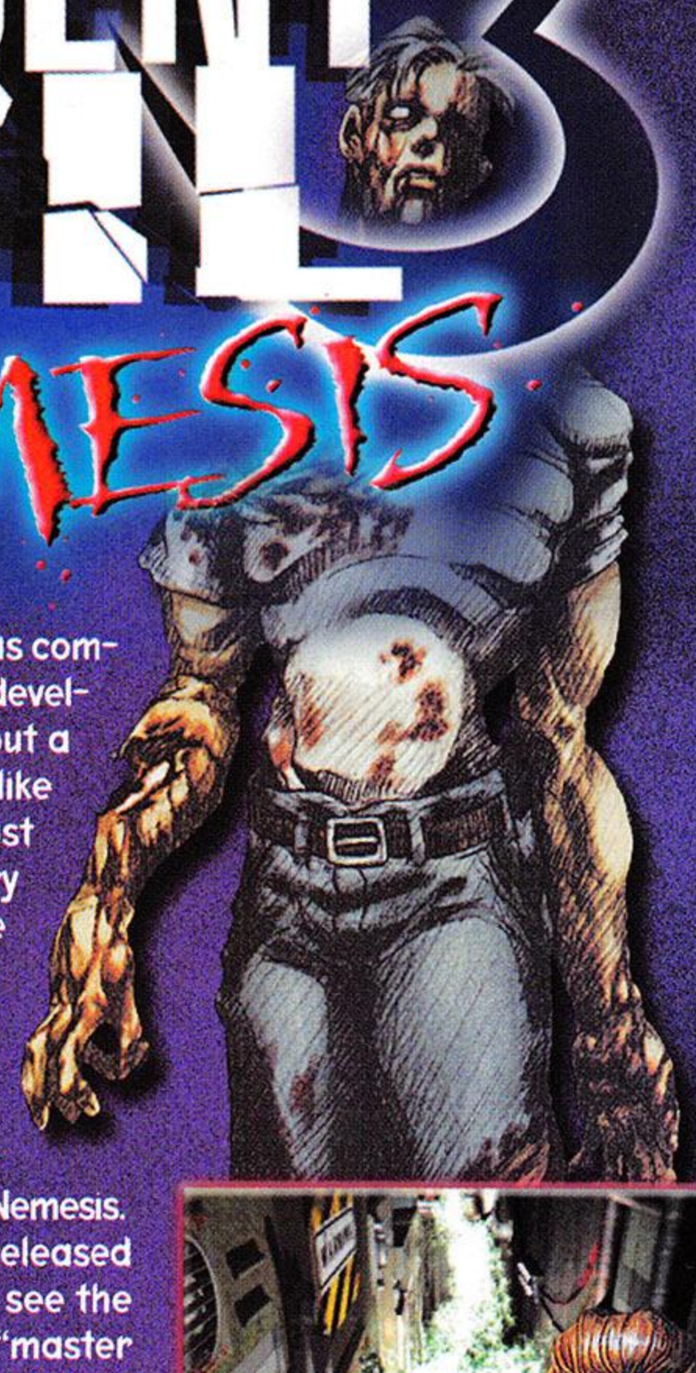


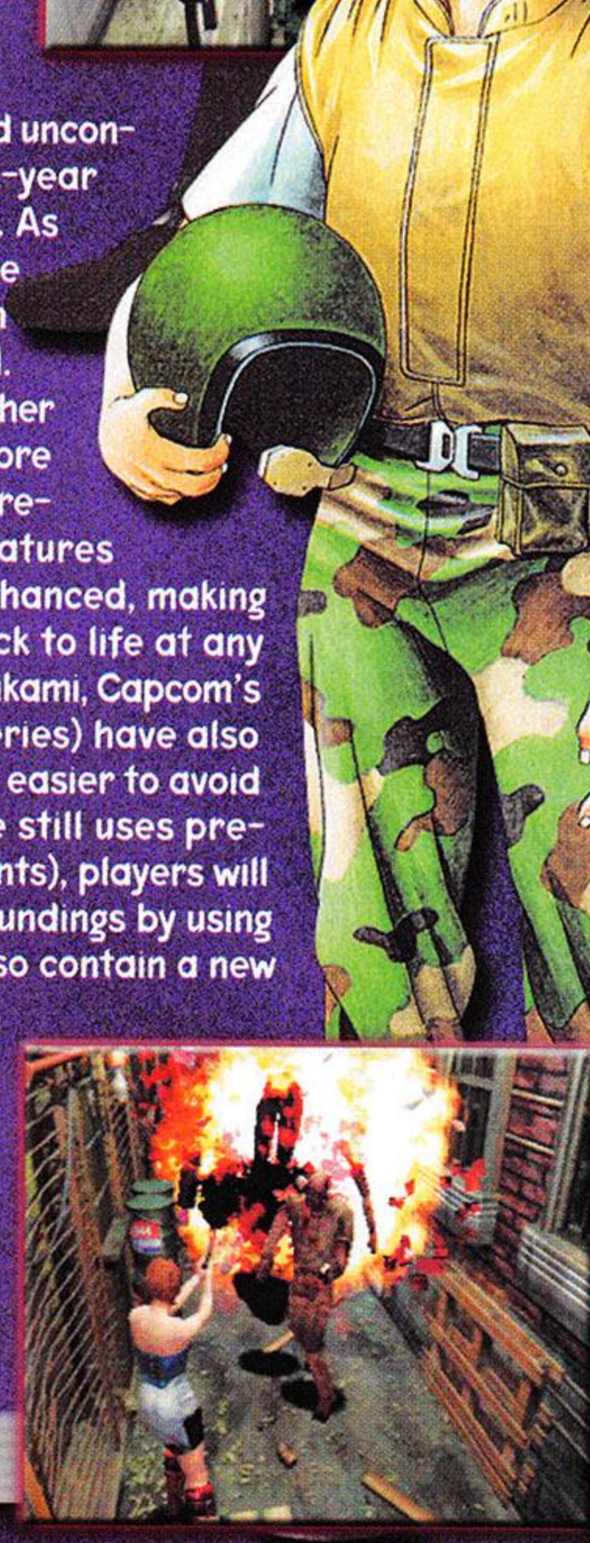
We will be paying a visit to Insomniac within the next month and should be able to play a fairly complete version of the game in the next 60 days.

DAVE



RESIDENT EVIL 3 NEMESIS





A few months ago, there was quite an uproar in the PlayStation gaming community. At the time, Bio Hazard: Code Veronica was announced for Sega's Dreamcast, and the general speculation was that Capcom, being allegedly fed up with some of Sony's business practices, would only be producing titles for Sega's new system. Of course, the rumor was completely unfounded. Capcom was already well under way with the development of not only the next Resident Evil for the PlayStation, but a completely new 3D adventure revolving around a Jurassic Park-like storyline (which we all know now to be Dino Crisis — see the last few issues for the most current information). So, as you can very well see, there is no reason to worry. Not only will we get the amazing Dino Crisis this August, but we'll also be blasting away at Raccoon City's deadly zombies on the PlayStation at least one more time before the advent of the next generation hardware.

While information is still scarce, we've been able to obtain a few choice tidbits regarding Resident Evil 3 Nemesis. For starters, the game is currently scheduled to be released in November of this year. In the game, players will see the return of Jill Valentine, S.T.A.R.S. Team member and "master of unlocking" — one of the few survivors of the nightmare that began in the original Resident Evil. Part three actually begins just hours before the events in RE2. The story starts off as she is packing to leave for Europe. Caught in Raccoon City, a town infested with flesh-eating zombies, Jill must once again rely on cunning and brute force to escape. We're told about mid-way through the game, Jill becomes severely injured and is knocked unconscious. That's where Carlos Oliveira comes in, a 21-year old, hot-blooded mercenary from South America. As Carlos, you will then play out the events that take place after RE2, while searching out a cure to save Jill from becoming one of the ravenous, canibalizing undead.

Aside from the storyline, there are only a few other features of RE3 that have been divulged. Expect more than ten different types of zombies from both previous games, and the introduction of new creatures as well. The game engine and AI have been enhanced, making more challenging enemies that can come back to life at any time. The developers (which include Mr. Shinji Mikami, Capcom's executive producer and creator of the RE series) have also added a new "dodge" feature, which makes it easier to avoid an enemy's attack. While the game's graphic engine still uses pre-rendered backdrops (versus Dino Crisis' 3D environments), players will be now be able to interact much more with their surroundings by using background objects defensively. Lastly, RE3 is said to also contain a new feature dubbed "Live Selection", which allows players to make decisions that greatly affect the story's outcome.

That's about all the information we have at this point, but you can rest assured that we will continue to cover what will most likely be one of '99's biggest PlayStation titles, in the months to come.

GREG

Great Fighters are Made not Born!

It's here, Fighter Maker, the total 3D fighting game! Now you can get your hands on everything you've ever wanted in a fighting game– one or two player 3D fighting action, an incredible arsenal of more than 800 moves, AND professional-quality design tools that let YOU create YOUR perfect fighter. Fighter Maker puts you in total control of every frame of animation, movement, and camera angle as you design your custom fighter from wireframe to unstoppable fighting machine. When you think you're ready, save your creation to a memory card and Kick Ass!

Includes 20 fighters ready for combat in 10 exotic locations

Edit or use any of 800 moves, throws, and juggle combos, or invent something new

Test mode fine tunes your moves for maximum damage

Create ANY move you can think of complete with sound and visual effects

"...a landmark title in the console market."
-Next Generation

© 1998, 1999 ASCII Corporation. Published by Agetec, Inc. Agetec, the Agetec logo, Fighter Maker, Fighter Maker logo, and Agetec Designer Series are trademarks of Agetec, Inc. Skullomania from Arika. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation

TEEN T CONTENT RATED BY ESRB

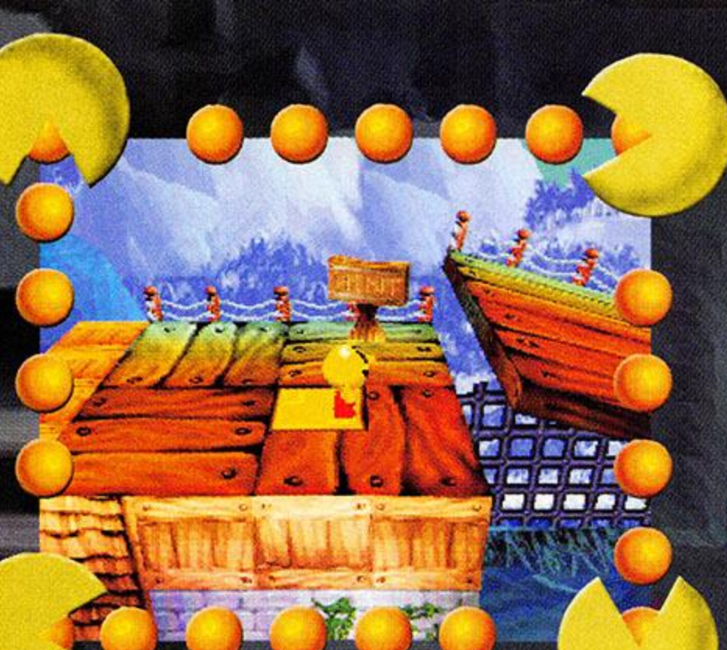
agetec

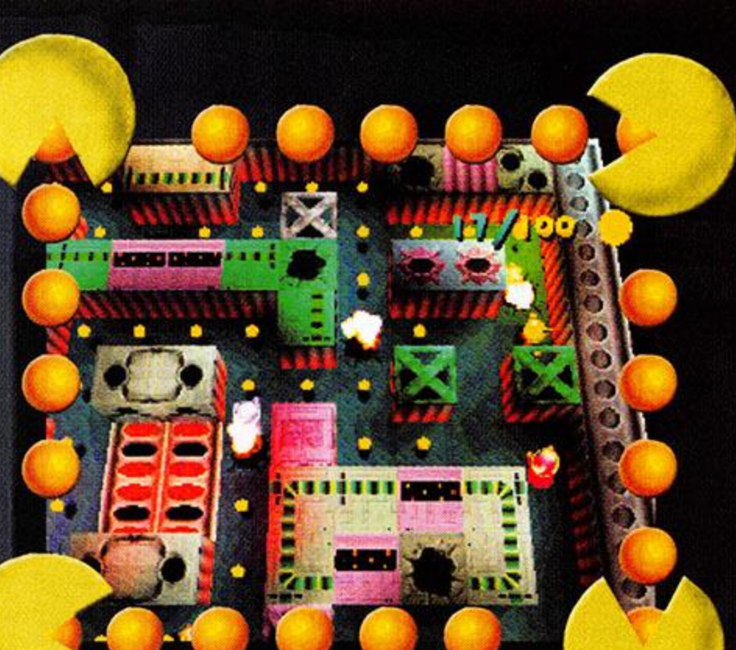
published by: Namco
developed by: Namco
percent complete: 75%
release: October 99

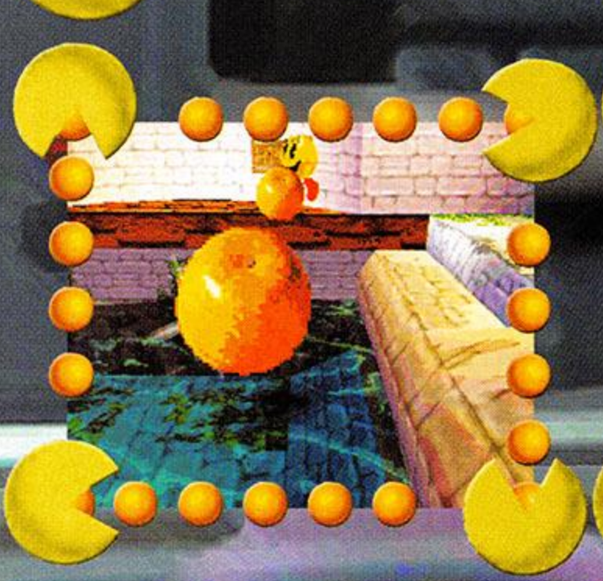
20th ANNIVERSARY PAC-MAN WORLD™

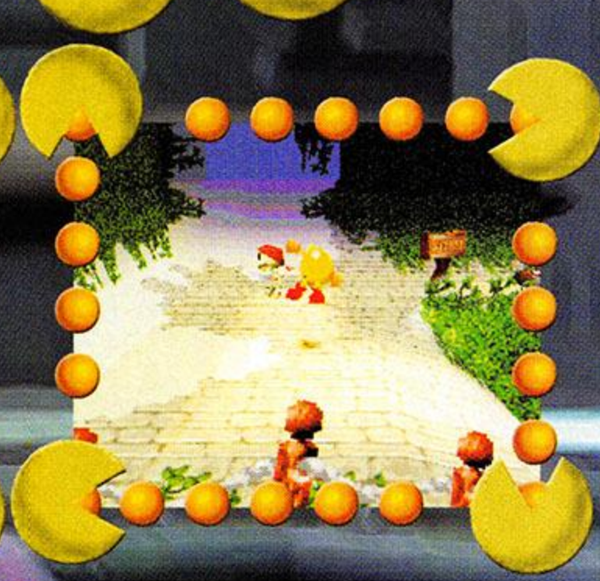
One of the biggest surprises for me at the recently concluded E3 show in Los Angeles was Namco's Pac-Man World: 20the Anniversary. This game has suffered through schedule delays, developer changes and the cruelty of more than one or two jokes among the ranks of video game journalists. After having spent quite a bit of time analyzing the game at the show, and playing the demo disc that i received while there, i am left with the impression that Pac-Man World may well be one of the biggest selling games this holiday season — and one of the industry's biggest comebacks.

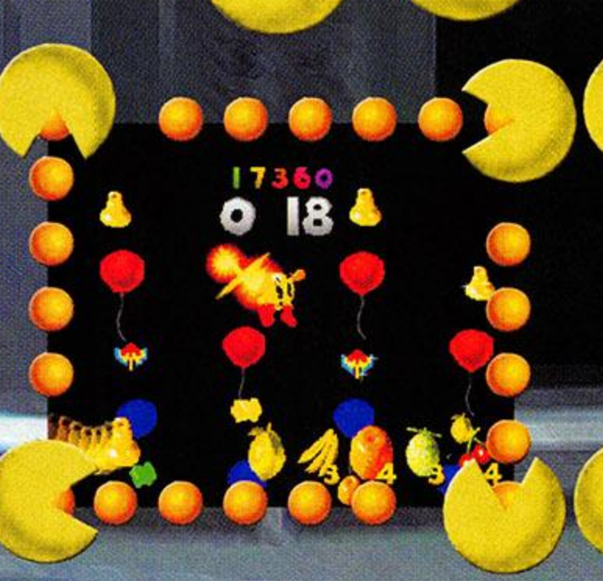
The first thing i noticed is the variety that the game offers. There are three modes of play: Quest Mode, Maze Mode and Classic Mode. Classic Mode gives the player a fully emulated version of the original arcade game. Maze Mode presents the player with a series of 3D mazes that can be played in traditional Pac-Man single screen view, or more close-up with an actively zooming and panning camera. Maze Mode updates the classic pellet gobbling gameplay that our yellow, spherical friend is famous for by adding environmental obstacles and more. Finally, Quest Mode is the game's bread and butter, and is what brings the Pac-Man character into the new millennium. Quest Mode features six unique worlds, each consisting of three levels, for a total of 18 new, go-almost-anywhere, 3D environments. In the final game, the six Quest worlds will include: Pirate, Archaeology, Space, Fun House, Factory and Toc-Man's Mansion. Gameplay-wise, Pac-Man can jump, butt bounce, shoot Power Pellets, chase ghosts,

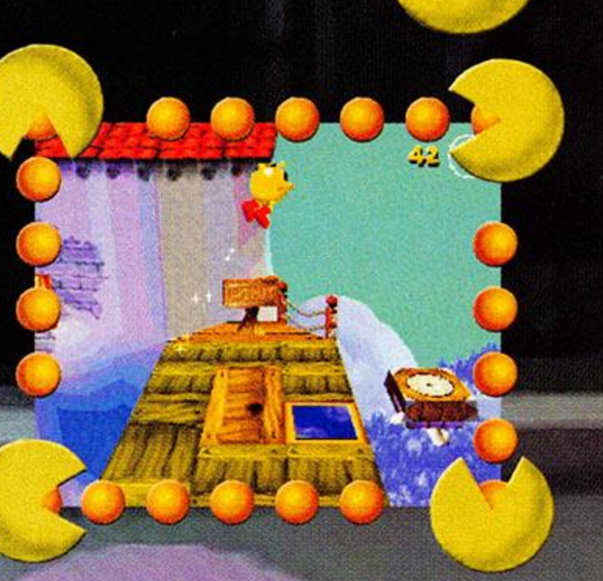


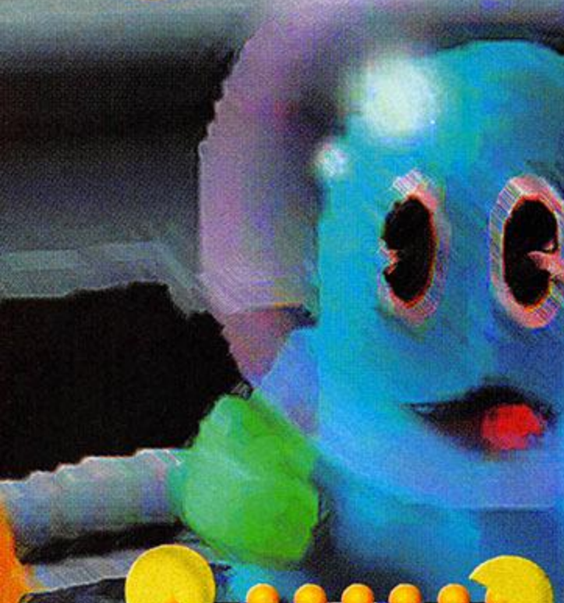






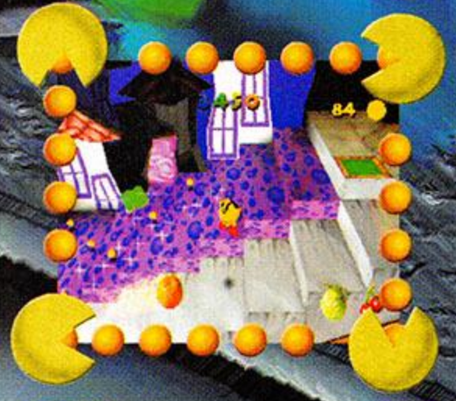


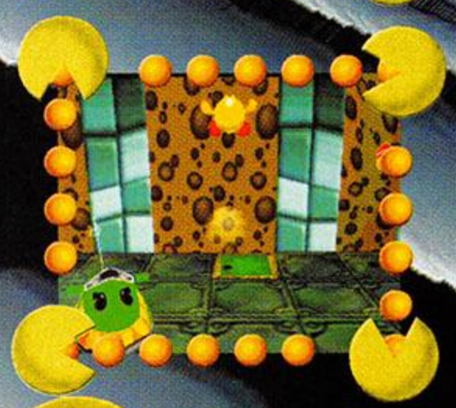




gob-
ble, use trampolines, trip switches, climb, swim and super-charge. The "Quest" comes into play as a result of Pac-Man needing to rescue his friends: Ms. Pac-Man, Professor Pac-Man, Pac Jr., Baby Pac-Man Pooka and Pac-Man's dog, Chomp-Chomp. Apparently, they are held prisoner by the evil and jealous Toc-Man, Pac-Man's alter-ego.

The demo disc I was given at the show includes the first two full levels of the game, Buccaneer Beach and Clowning Around, plus a bonus level. Things are pretty easy in Buccaneer beach, which is basically a training level, but get more difficult (and much longer) in Clowning Around. The gameplay stays consistent with the basic ideas behind the Pac-Man universe, namely pellet gobbling and fruit finding. Fruit acts as keys and you need it to open up doors — doors that protect switches and that allow access to bonus games. What is really neat about the game is to see how the designers have crafted an exacting and detailed Pac-Man universe that makes you feel like you are playing something that is new and technically exciting, but that always gives you that classic Pac-man feeling.



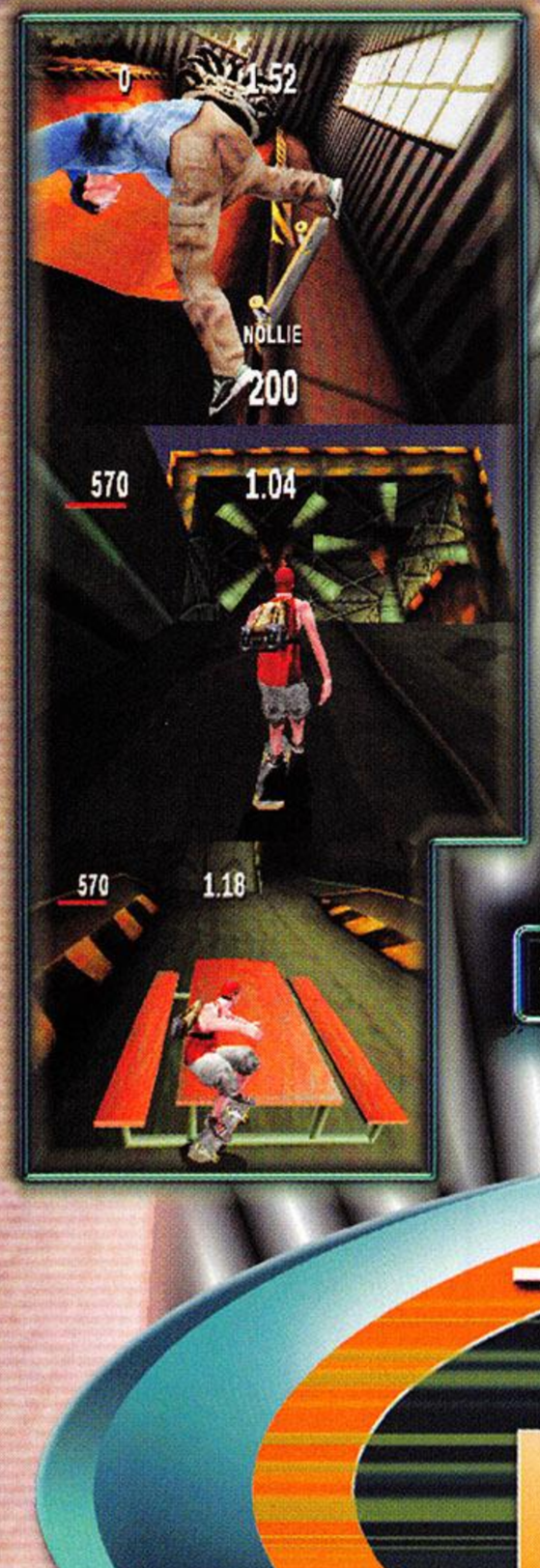


We are very excited about the potential of Pac-Man World and are working hard to bring you more information for our August issue. The game is currently scheduled for release in October. Stay tuned...

PAC

EXclusive

published by: Activision
developed by: Neversoft
percent complete: 80%
release: July 99



From the vacant pools and concrete-wonderlands-made-skate-parks of Southern California comes Activision's skateboarding title, Tony Hawk's Pro Skater. For years, PlayStation owners have been demanding skate titles and, so far, all we have to show for it is EA's Street Sk8er. Should we be content with that? No way! So, Activision has set Neversoft (MDK, Apocalypse) to work on the game and has enlisted the aid of undoubtedly one of the most influential and important persons in all of board riding, Tony Hawk.

For those of you unfamiliar with the Hawk, he has won more big air and trick competitions than times your mom has told you to wear a helmet when skateboarding. With that said, Activision looks to have the start of a great game — proven concept, solid gameplay, tight controls, and one of the founders of the sport, Hawk.

T.H.'s Pro Skater will let you choose between eight pro skaters (yes, Hawk is one of them) all with their own style, skilz, and patented tricks. Not only will these skaters be featured in the game, but they are also said to be aiding in the development process because we all know developers don't have time

TONY HAWK'S PRO SKATER

to escape and check out the scene, let alone skate.

There will be ten different skateable locations featured in the game, and, like the real world, you will be free to shred wherever you like. But, unlike the real thing, the virtual skate environment is skateboarder friendly, so there are no cops to bust you, no curfews, and, thankfully, no crowds to watch you face plant. Skate and pool parks, half-pipes, downhill tracks, and street courses — ie. school, downtown area, shopping mall — are all included. Of course, they will be fully explorable and finding just the right ramps, rails and shortcuts will be key in busting the phat air and scoring big.

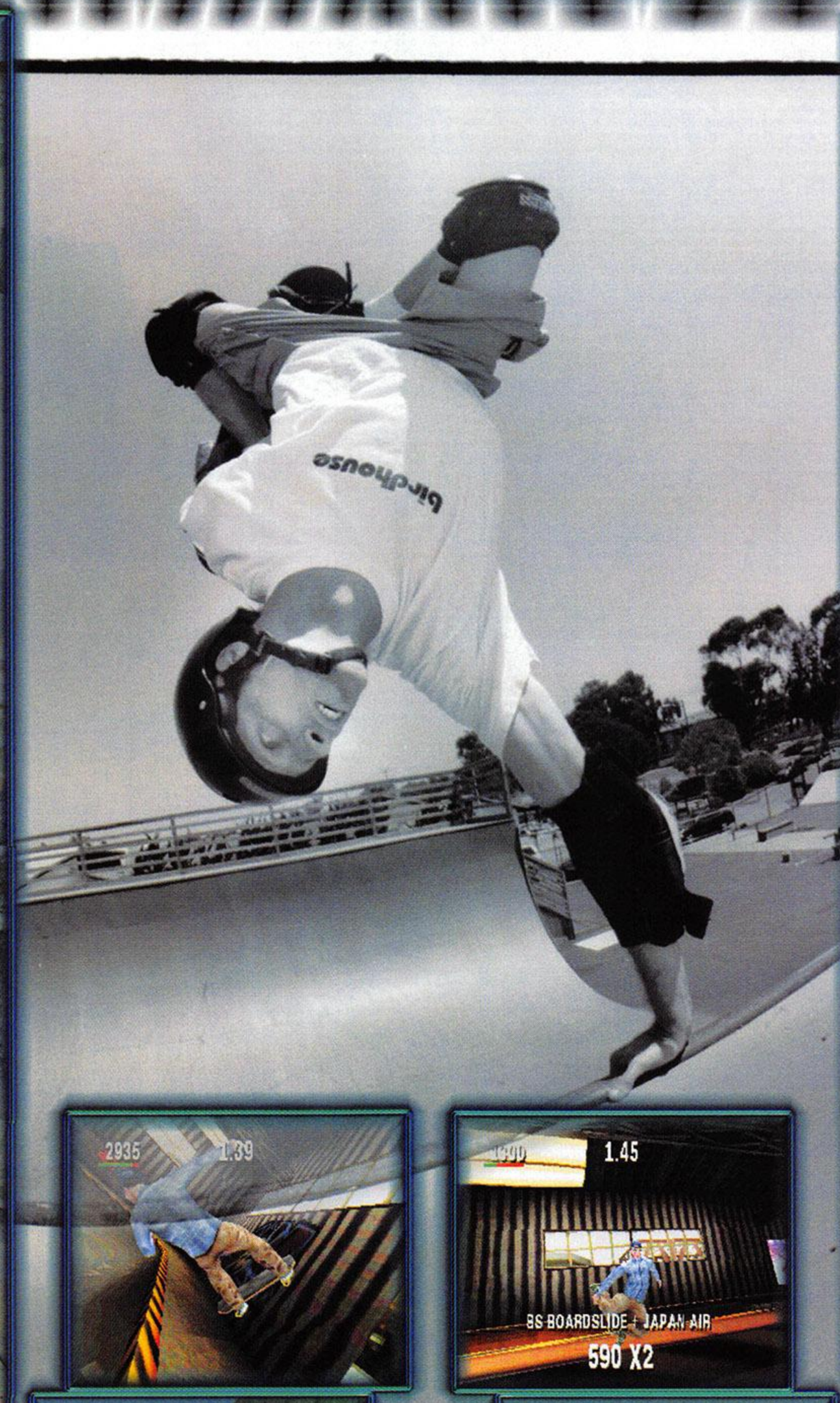
We recently had a chance to ride around on an early version of the game and the control is right on, as are the graphics and camera. The street course we saw was huge, complete with buildings to ride through, roofs to fly off of and pools to mess around in. Controlling Hawk (or whichever skater you choose) looks to be incredibly simple, with a jump, grind, kick, and grab button — there is really nothing else to it. Tricks are executed by pushing a direction and a button, and huge points are awarded for combos. The basic tricks are all in the

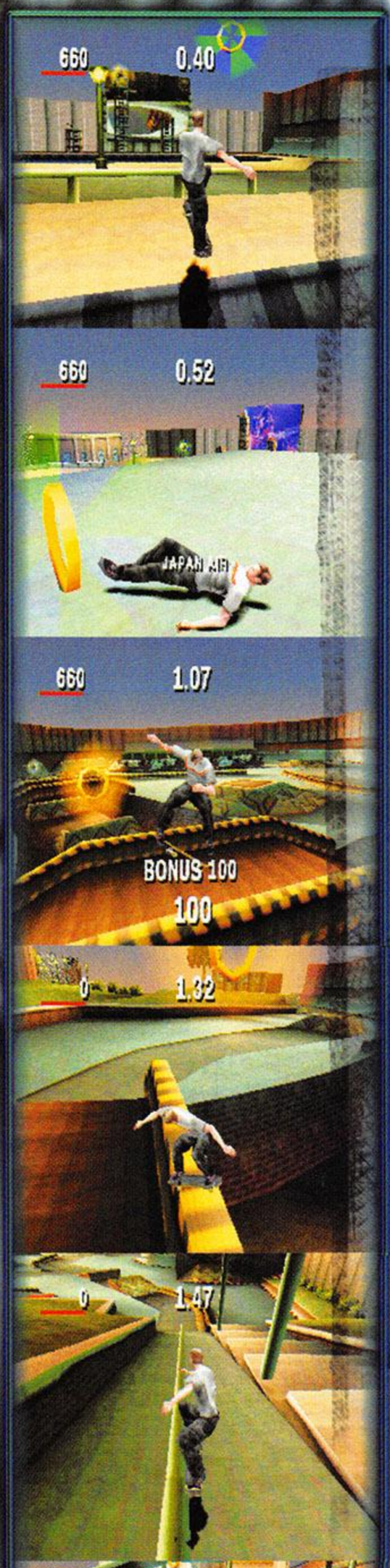
game – kick flip, impossible, varial, nollie, method, japan-air, rocket-air, benihana, nosegrind, 50-50... and the list goes on. Linking them will not only look sweet, but you will earn major props from your bro's.

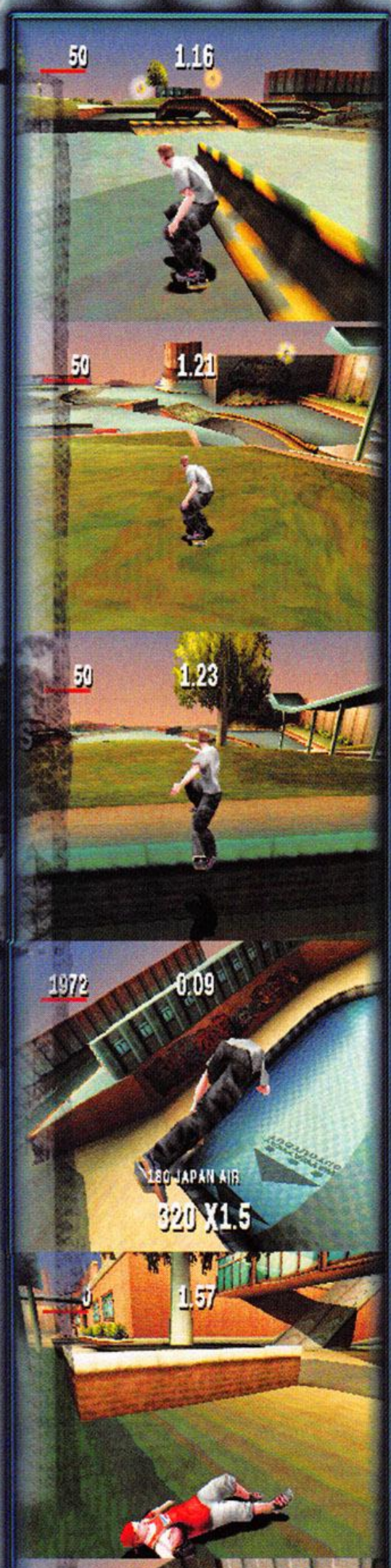
The basic engine behind the game, though it may be hard to believe, is from Apocalypse, and it seems to play out well in the skate genre. The characters are full 3D and the motion-captured skate/trick animations look ultra-smooth. The camera follows you around and, when getting major air, the angle will rotate to make sure you can always see what you're doing.

As if being able to skate as Tony Hawk wasn't enough, Pro Skater will also have a two player split screen competition, plus points and time attack modes, half-pipe challenge (if Tony Hawk loses this one it's a bug) and a single-player career mode where it will be your chance to out-rank Hawk as the top pro. Naturally, beware of accidents, scrapes and broken bones. No word yet on whether there will be a new skool vs. old school option, we'll keep our fingers crossed. Naturally, we'll have more on this one soon enough, as it is due out in October. Old school rules!

dillion







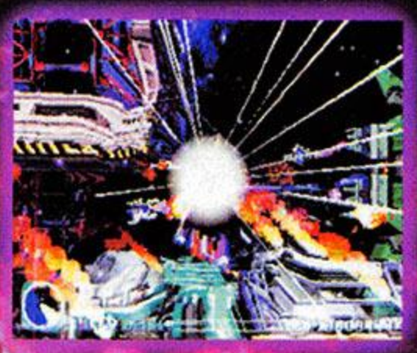
published by: Agetec
developed by: Irem
percent complete: 100%
release: July 99

R-TYPE DELTA

A few months back, in these very pages, I had the chance to review R-Types, which was a compilation of the arcade shooters R-Type and R-Type II. Although I enjoyed it, I criticized the designers for including only two classic games on the disk. I felt that, since R-Types was outdated in comparison to the current crop of games, fans of shooting games ought to wait for the upcoming R-Type Delta. Well, the wait is just about over!

Irem's R-Type Delta brings the classic series into the third dimension by taking full advantage of the graphical capabilities of the PlayStation. The play mechanics and controller configuration will be familiar to fans of the original games — with those floating special force weapons playing a key role. While attached to your ship, they boost firepower but leave you more vulnerable. While floating free, they better protect your ship but you will lose power. Part of the strategy involved in R-Type Delta, as with R-Type before it, is knowing when to release the weapon and when to hold onto it.

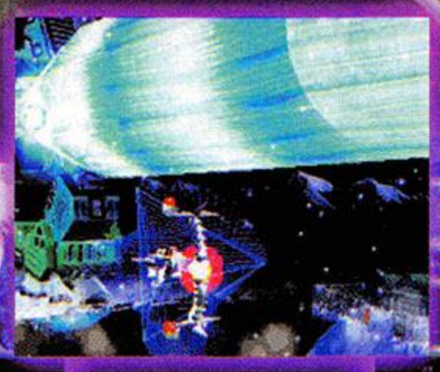
You might recognize a few of the bosses which mimic those found in the original game. Many of the powered-up weapons seem vaguely familiar as well. This is not to say that the game is just a



dressed up version of R-Type. There are many new enemies and varied environments in R-Type Delta. I particularly enjoyed one which took the ship underwater, complete with shimmering light, shadows, and splashes (not to mention robotic piranha). The graphics are simply amazing in this, and all the other levels I tried. Another improvement is the addition of a "delta energy weapon," which has to be seen to be believed.

Although the game is on rails, as most shooters are, the camera changes position from time to time so that you are not simply moving forward past a horizontally scrolling background. At one point, you flip over entirely. To further add to the feeling of three dimensions, the levels are constructed in a tube shape. That is to say, if you hover close to the bottom of the screen, the "tube" rotates slightly forwards to allow you to see more of the ground details. At the same time, when you fly the ship higher, the tube rotates slightly backwards so that you see more of the sky. Hard to explain, but an interesting effect nevertheless.

The preview copy of R-Type Delta looks as if it has everything you could hope for in a shooter. The graphics are fantastic, the soundtrack is decent, and there are lots of unique enemies and challenging bosses. You can select from different types of fighter craft, each with a different type of special weapon, and weapons power-ups are plentiful. You'll definitely be in awe of the massive firepower you will be able to unleash! You are also given a reasonable number of lives and continues, and the difficulty level can be adjusted to your skill. Just about the only thing missing is a two-player cooperative mode. At this point, the game appears to be strictly a solo contest.



Shooters are not quite as popular in the U.S. as they are in Japan, but in the past year we've been blessed with the likes of Einhander and G-Darius. These games set the standard for shooters in the 32-bit era, and R-Type Delta seems as though it will be able to hold its own against them. I am looking forward to getting my hands on a final version. Fans of shooters should rejoice that R-Type Delta is on the horizon.

-MARK-

published by: Agetec
developed by: Irem
percent complete: 100%
release: July 99

FEAR FACTOR

This year, Eidos revealed its impressive PlayStation line-up right before E3. While they still have a few games in the hopper from last year (Crystal D's Legacy of Kain comes to mind), they also have some very cool new titles coming out toward the end of this year. One of these is Fear Factor, a total departure for Chronos (the developers), who have produced nothing but 3D fighters in the past (Cardinal Syn, Criticom). The game can be most likened to a Resident Evil/Metal Gear Solid hybrid, combining pre-rendered backdrops, real-time FMV, 3D polygonal characters and plenty of shooting action.

But, it's not really fair to pigeonhole Fear Factor in any one category, as it has some pretty cool and unique features which set it apart from similar titles. First off, the game's look and dark animation style is very reminiscent of Heavy Metal, an animated feature film that came out in the early '80's. The setting for the story takes place in a Blade Runner-like future, where you take control of three mercenaries as they attempt to find the missing daughter of a very powerful leader of the Hong Kong Triad. Your quest will take you from the gritty streets and rooftops of Hong Kong to the depths of Hell itself. Along the way, you're going to need to master the art of killing, as you will be doing a lot of it. Adding to the

cinema flavor of the game, the developers have done a lot of story-intensive script-work to move the plot along with a brisk pace. There will be many times where you will be controlling one of your characters, come to a junction or obstacle where you can't go any further, and then the game will shift to another in order to advance the story, as well as the game.

Another key feature which sets Fear Factor apart from the rest is the graphic engine. Like Final Fantasy VII, the game seamlessly incorporates pre-rendered, CG FMV into the game. Unlike FFVII, these cut scenes are fully interactive, meaning you can still move your character around in real-time as they are being played out. It's a neat feature that goes one step further in making the game feel like a cinematic experience.

The gameplay in Fear Factor is mostly about shooting and killing. Each character will be able to find and use an arsenal of weapons. Eidos is claiming that there will also be line of sight, stealth elements incorporated into the game as well, although, at this time, it's not quite evident how that will work.

Currently, Fear Factor is still in an early state, and won't be coming out until this Fall. With this title, in addition to Saboteur, Fighting Force, Urban Chaos (and a "surprise" game we're not allowed to mention yet), Eidos should have a killer PlayStation line-up for the end of the year.

GREG

THE STUFF FIGHTING LEGENDS ARE MADE OF.

Now you can choose your favorite heroes from the worlds of Street Fighter and Marvel Super Heroes to face off in a head-to-head battle for supremacy. And for the first time, team up any two characters in the brand new cross-over mode and experience an explosive tag-team challenge.

MARVEL SUPER HEROES™ VS. STREET FIGHTER™

Dive into the action to perform outrageous moves and link together amazing Chain Combos... and delight in their devastating results. Marvel Super Heroes vs. Street Fighter combines two incredible universes to create an entirely new legend of heroic proportions.

PlayStation®

TEEN T CONTENT RATED BY ESRB

Offer valid 6/1/98 to 1/31/99. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Fighters Edge proof-of-purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (See www.fightersedge.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Fighters Edge points can not be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Fighters Edge proof-of-purchase points or original UPC codes are valid from retail packages or from authorized Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase, per person. The Fighters Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Fighters Edge members. No purchase necessary. Odds of winning depend on number of registered Fighters Edge members. Sony Computer Entertainment is in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, GamePro Magazine, Sony Computer Entertainment, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 1/31/99.

FIGHTERS EDGE®

JOIN FIGHTERS EDGE. EARN KILLER STUFF.

Join the ranks of the world's fighting elite in Capcom's Fighters Edge*. Collect Fighters Edge points when you buy specially marked packages of Capcom's Fighters Edge games or via authorized special offers with participating retailers. It's easy to join! Just fill in the coupon below and send it to: Capcom Entertainment, 475 Oakmead Parkway, Sunnyvale, CA 94086

NAME

ADDRESS

CITY

STATE ZIP DATE OF BIRTH

PHONE

GAMEPRO

CAPCOM

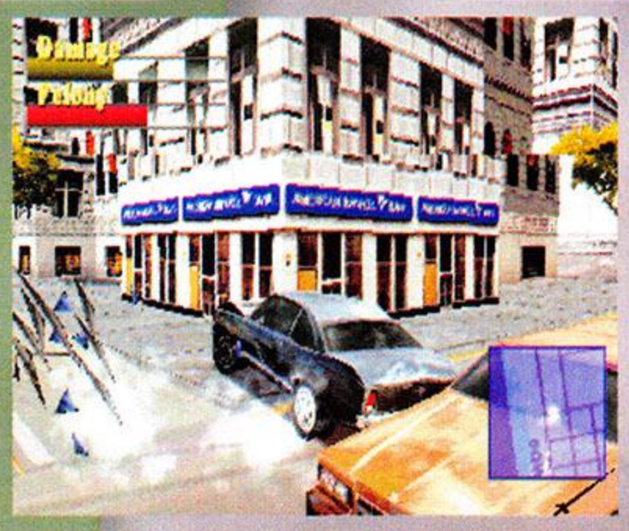
© CAPCOM CO., LTD. 1999 © CAPCOM U.S.A., INC. 1999. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. MARVEL COMICS, MARVEL SUPER HEROES, and all Marvel character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. ©1999 Marvel Characters, Inc. All rights reserved. *Fighter's Edge is a registered trademark of GamePro magazine, the world's largest multiplatform gaming magazine and the official magazine sponsor of the Capcom Fighters Edge promotion. Reproduction of the Fighters Edge name/logo in whole or part without prior written permission by GamePro magazine is prohibited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.

EXcerpt

a candid conversation with the creators of

DRIVER

REFLECTIONS INTERACTIVE



Everyone seems to be talking about Driver, a new driving game from GT Interactive and Reflections. Recently, we were able to track down Martin Edmondson, a managing partner of Reflections. Martin has been with Reflections for 15 years and began his work on 8-bit machines. He has worked on the Shadow of the Beast series as well as Destruction Derby 1 and 2. Driver has been in production ever since Reflections finished work on Destruction Derby 2 more than two years ago.

PSEx: What makes Driver different from other driving games out there?
Martin: The most obvious difference is that Driver allows the player to drive absolutely anywhere in a real city environment complete with traffic lights and working junctions. The city is full of civilian cars and pedestrians providing the backdrop for you to do anything you choose. Most other driving games take place on a looping track in one direction but Driver encourages players to find other routes. The environment does not simply offer the player a few choices – it is a fully working city with nearly every block offering the driver a choice of directions. The cities are huge too – each with around 20 to 30 miles of road and over 150,000 buildings/objects. The game is extremely varied with many different types of driving modes and games. Driver is almost like an open-ended toy, just designed to have fun with. Just one feature, the film director mode, should keep players occupied for ages. It allows you to film your own car chase.

PSEx: Driver seems to borrow elements from Grand Theft Auto. Is Driver simply a first person version of GTA?
Martin: Actually when we first read the press releases for Grand Theft Auto we were about 7 months into development so the comparisons are unfortunate. On paper they can sound similar in concept but everyone who has actually played the game no longer makes this comparison, as the games are very different. Driver is simply designed to be the most accurate simulation possible of a real TV/film car chase.

PSEx: What about the player character? Do you work for the mob, are you just a petty thief?
Martin: In the undercover mission side of the game, you play the part of Tanner, an ex-racing driver. He is now a police officer who goes undercover to infiltrate a gang of hoods.

PSEx: How many different styles of driving are there? (e.g. Pursuit, Getaway, etc.)
Martin: Driver features 6 different driving games, 2 training modes, and an undercover mission game. From the driving games, "Pursuit" puts you straight into a chase situation in which you must smash the escaping car to pieces in the shortest time possible. The lead car will dodge down back alleys, through parks and use dummy tactics to evade your chasing car. "Getaway" reverses the situation and times your getaway from a pursuing cop car. Lose the cop in the shortest time possible. "Cross Town Checkpoint" is a checkpoint race in which you race from one end of the city to another passing checkpoints as quickly as possible, no cops, no road rules, just pure Cannonball. Trailblazer sends the player racing across the city picking up a trail of markers as the clock counts down. Each marker is worth 1 second and the race becomes a battle against the countdown clock. Collect as many markers as possible. If the clock reaches zero, race over. "Dirt Track time trails" places you in the desert on a series of short rally style dirt tracks. Race against the clock around the tracks and practice against a glass ghost car, which replays the best lap. Finally, "Survival" is a Destruction Derby style battle between yourself and four cops. Keep your car running for as long as possible as the cops try to smash your car to pieces. In the undercover side of Driver, you are given missions by various individuals and members of the Mob. Some of these are simple deliveries, others are high-speed pursuits, whilst others require you to drive very carefully (and legally) to deliver a brand new car in one piece.

PSEx: Are the cities in the game accurate representations or are they purely fictional?
Martin: The cities are representations of four major US cities – Miami, New York, San Francisco and Los Angeles. The cities are the most accurate simulations yet seen in a game but obviously quite a bit of artistic license was used during their construction. The major roads are pretty much in the correct places, as are general areas and key landmarks. The first city, Miami, for example, features Bal Harbour to the north, South Beach and the art deco district further south. About a year ago, we showed the game to a journalist who had lived in Miami and he was able to find his way from Downtown to Ocean Drive on South Beach from just a description of his current location – this is before we had the rotating map in the game. Each city features around 20 to 30 miles of road and 150,000 buildings and objects.

PSEx: Can you acquire different cars during the game?
Martin: In the undercover mission side of the game, you occasionally visit a lockup garage in the city and have the chance to pick a new set of wheels from a selection. Some missions start with a different car. One mission, for example, involves delivering a stolen car to a drop off point before cops get to it, while another requires the driver to pick up a highly tuned car for use in a later bank job. All cars are based on '70s American muscle cars but they are not all desirable – you end up driving some real heaps!

PSEx: How are the missions designed? Can you describe a typical mission for us?
Martin: There are around 40 missions ranging from simple getaway jobs to more complex tailing missions. For example, arrive at the bank at 12:00 to pick up the robbers, then the chase is on. Your aim is to deliver them to the drop off and avoid pursuing cops. In a more complex mission, the local mob have asked you to tail one of their members. They suspect he may be doing business with a rival gang. You pull up outside his office with his car parked outside. Eventually he will pull away and you tail him across town to discover his destination. Stay too close and he will become suspicious and lead you nowhere. If your tail is too distant, you may lose him at the lights. This will then leave you with the decision of whether to wait, or jump the lights risking a side on impact from the cross traffic. Not all missions involve chasing or tailing. In one mission, for example, the mob is owed money by a restaurant owner. Your job is to smash through the windows of all his establishments – shards of glass, tables and chairs flying everywhere

PSEx: How is the scoring handled? Is there a point system? What is the ultimate goal in the game?

Martin: This varies depending on which game you are playing. In the case of Dirt Track racing, Checkpoint racing, Pursuit and Getaway your score is basically your best time. The winner of the Survival game is the player who lasts the longest time. Trailblazer is scored by managing to hit as many flags as possible. In the Undercover section of the game you are awarded a ranking at the end which depends on how well you did in the missions. The ultimate goal here is to stop the final "job" going down.

PSEx: Is there an overall story to the game or does it focus purely on the action elements?
Martin: The undercover mission game has a story, which unfolds gradually by way of cut scene renders. Basically Tanner goes undercover to infiltrate a gang of hoods but quickly finds himself involved in a story of corruption and double cross. There is no story behind the driving games – they are simply time-based pursuits, chases and races.

PSEx: Are the police your only enemy in Driver? What other obstacles do you have to worry about?
Martin: It is usually police but varies from mission to mission and across the driving games. Sometimes you are chased by other bad guys. In some of the driving games the other road users become your enemy, pulling out just in front of you as you are heading for a record fast time!

PSEx: From a technical perspective, what has been the hardest part about developing Driver?
Martin: Since driver is breaking new ground in several areas, there were a lot of challenges in creating the game. The first problem, especially on the PlayStation, was creating an engine capable of storing and displaying a large city with working traffic system, civilian cars and pedestrians. The car dynamics routines were completely written from scratch for Driver and are far more advanced than those we used for Destruction Derby. It has allowed us to create some very subtle suspension and collision effects. The other major problem was AI. In Driver the cops have to be able to chase you at high speed, avoid solid buildings, trees, lampposts and so on, and also avoid other moving civilian cars. The cop cars actually have a line of sight – they will only chase you if they can actually see you. This allows you to turn down a narrow alley and hide. The cop will only continue the chase if he saw you turn down the alley. Getting all of that to work effectively and efficiently on the PlayStation is something we are very proud of.

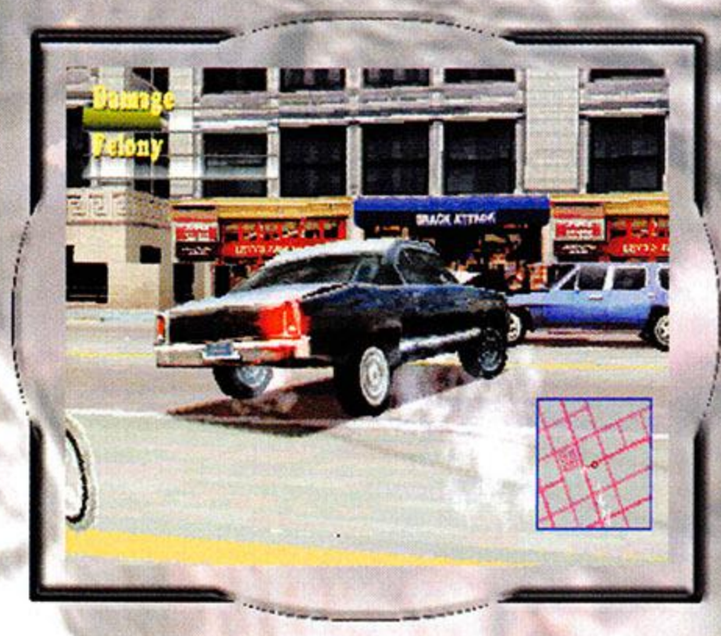
PSEx: What is your favorite part of the game?
Martin: I think two things, the first being the feeling that we really have managed to create the feeling of racing round a city in a real car. The way the car leans over as it power slides through corners, blasting down a sidewalk, blaring your horn and watching the pedestrians scatter. And then just being able to park and watch the world go by. The other thing would be some of the visual effects, many of which we spent a long time developing. Down the alleyways there are piles of garbage to smash into and litter which is blown up behind the car as it races down the alley. The leaves, litter and smoke are affected by wind direction and strength. The lens flare in Driver is a much more realistic effect than that seen in Destruction Derby. It causes the screen to white out if the camera looks directly at the sun, and it disappears gradually as the sun becomes partially obscured by trees or buildings. This gives a really nice effect when driving down tree lined roads, the sun flickers between the branches. Another effect – look at the pedestrians, they are looking at your car!

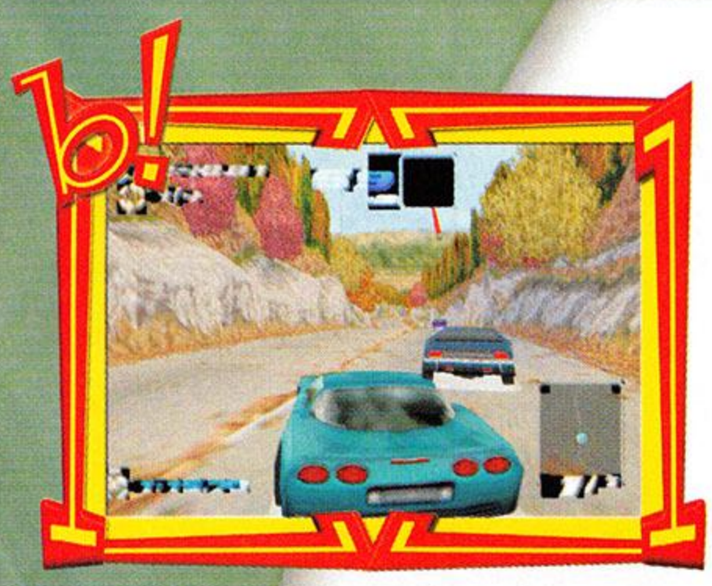
PSEx: Any hidden secrets we should be watching out for?
Martin: Yeah, but then they wouldn't be secret. Actually there are several hidden cheats which become unlocked as the game unfolds, and as certain targets are achieved either in the driving games or the undercover missions. Rather than having to enter codes these are openly displayed in the Cheat menu screen so you can easily activate them.

PSEx: What was your inspiration for the game?
Martin: The inspiration for building a game with real cities, came a long time ago whilst playing Destruction Derby. I remember playing around at the junction on the "Crossroads" track and thinking it would be great to have a real junction complete with working traffic lights and traffic flow. The game itself is obviously inspired by just about every single movie car chase you can think of; Dukes of Hazard, Blues Brothers, The Driver, French Connection and so on and so on. Many of the effects in the game, such as the hub caps flying off the wheels, garbage stacked in the alleyways to smash through, have been seen in one or more of these films/shows.

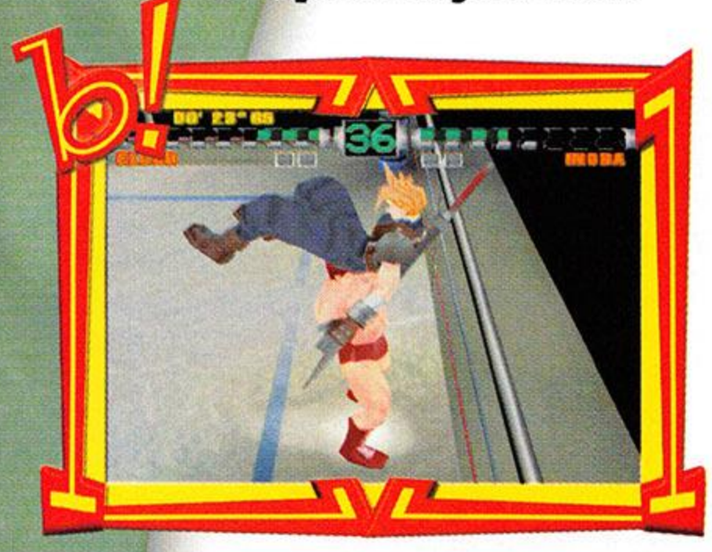
PSEx: How was the soundtrack conceived? Is there a particular style of music being used with Driver?
Martin: The music was designed to be 70's funk, which just seemed suitable for the era. If the game had been set in more modern times then we would probably have chosen something else, but the blend of gas guzzling muscle cars and 70's funk just seemed to fit. Most of the films from which Driver draws inspiration were from this era.

PSEx: When can we expect to see Driver on the shelves?
Martin: July 8th, count on it!





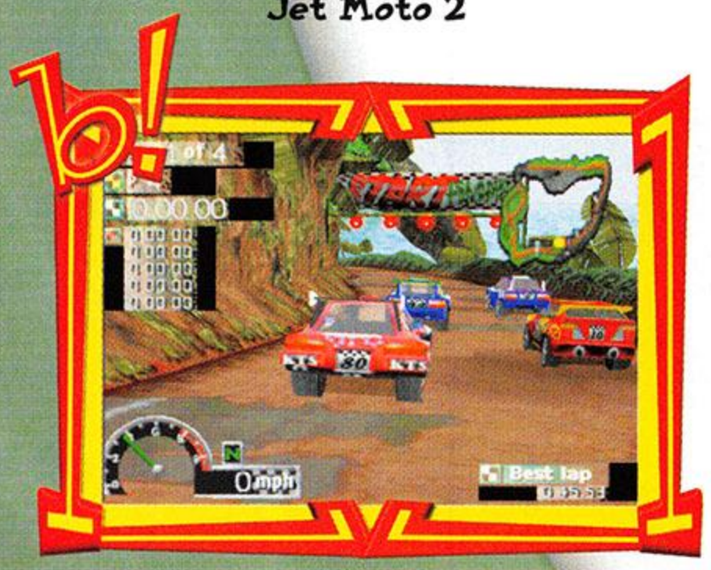
Need for Speed: High Stakes



Ehrgeiz

Colony Wars

Jet Moto 2



Rally Cross

a candid conversation with the creators of

bleem!

Emulation used to be a niche market as far as games were concerned. As recently as one year ago, game system emulators were not even a blip on the radar scope. Yes, the emulators existed, but they were typically hard to configure and buggy to the point that some were unplayable. The emulator "scene" has quickly grown up, however, moving from systems such as the Atari 2600 to more recent consoles such as the SNES, N64 and PlayStation. With the jump from "dead" systems to "current" consoles, the gaming industry has suddenly taken notice of the emulator scene.

The most pressing question to arise out of the situation is the legal issue. Currently the legal status of emulators is in question. Since the early emulators could only run the pirated ROM images, emulation quickly became synonymous with piracy, an unfortunate connotation.

What makes the new series of emulators so interesting is the fact that they can run the original software. This means the PlayStation emulators don't require anything other than a computer, the emulator itself and an original PlayStation disc - much easier, and cheaper, than trying to find or make your own ROM images.

Commercial emulation software has been big business for years — just look at Soft Windows or Virtual PC for the Macintosh. So, why all the fuss?

Game players have seen the promise of emulators and seem to like what they see. Instead of closing the door completely, we'd like to see the gaming industry give emulation a fair chance. If, for example, there was an officially produced Sony PlayStation emulator with 100% compatibility, we'd snap it up in an instant. The PlayStation is good, but it lacks two features that emulators can provide — high resolution and portability.

In an attempt to understand the emulation issue from "inside" we went to the source — David Herpolsheimer, President and CEO of bleem! While we may or may not agree with everything he had to say, we did find his views interesting. The following is the transcript of our conversation with Herpolsheimer.

PSEx: Please tell us a little about yourself. What do you do for bleem!? How did you come to work with bleem!? What have you done in the past?

Dave: Well, my official title is "President/CEO." But, when there's only two guys in a company, that doesn't mean a whole heck of a lot. Randy and I actually had some cards made up - my title is CEOICOEBTC: "Chief Executive Officer In Charge Of Everything But The Code," and his is CEOICOTCANE: "Chief Executive Officer In Charge Of The Code And Nothing Else." Basically, Randy writes the code and I do my best to do everything else that goes into making and selling a product — at least until we can afford some help. My involvement with bleem! started, oh, sometime around June of last year... My background is in advertising and design — I owned my own small agency in Seattle and later merged into another larger agency, before chucking it all to move to L.A. to get away from the rain. I specialized in launching new software and hardware products — naming, packaging, in-store advertising, that kind of stuff.

Anyway, I got a call from a business associate who asked me if I'd be willing to do a small company a favor: he had a friend who was working on a hot new product and needed a logo, but didn't have much in the way of resources. He wouldn't tell me what the product was, but he gave me a hint — "what if you could take the world's most popular computing platform and the world's favorite gaming platform and bring them together?" Before he could finish that sentence, I yelled, "NO WAY! You're doing a PlayStation emulator for the PC???!!"

Well, I did the bleem! logo for him and despite my begging for a copy, I didn't hear much else until around January of this year, when I got a call from Randy asking what I knew about packaging and CD art. I asked him some questions about what he was trying to do and the more we talked, the more it seemed like a perfect match — he had a great product, but needed help to bring it to market, and I was tired of making piles of money for clients, but never had a product of my own to market. I flew down to San Diego a few days later and after a couple of marathon conversations, walked away a partner.... and haven't slept since, seems like.

PSEx: What exactly is bleem!? Why did you decide to create it?

Dave: bleem! is a program that lets you play hundreds of popular PlayStation games on your PC — and, if you have a full-featured 3D accelerator, bleem! uses Direct 3D to deliver next-generation graphics quality from the games you already own!

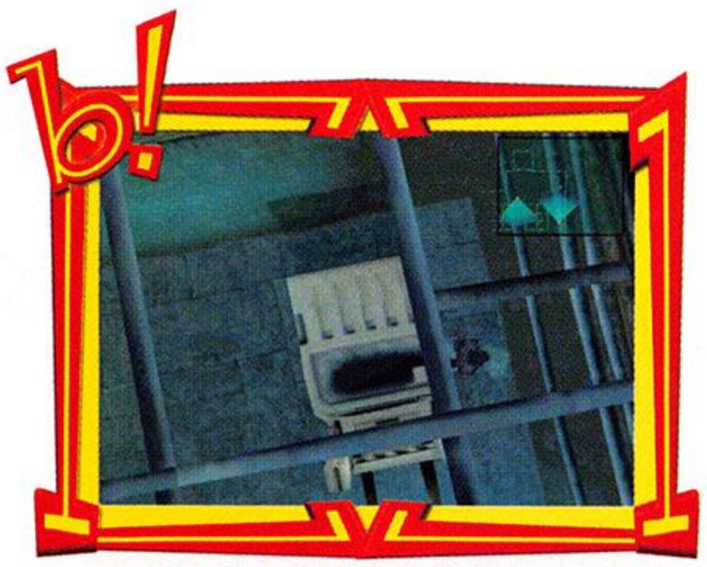
As for why we decided to create it, the simple answer is, it seemed like a cool idea — it was a product we'd want for ourselves, and advances in hardware for the PC finally made it possible. We're big fans of the PlayStation platform ourselves — there's never been a console with more features and such a HUGE library of cool games. And if previous consoles were any indication, the PSX was reaching the end of its natural life and when it went, all those games would die out, too. But most of those games have never been available on the PC; the costs and risks associated with "porting", or translating, a PlayStation game to run on the PC were just too high for many developers. If we could find a way to make PlayStation games work on the PC, and even add to their gameplay, those games could continue on with a whole new audience of PC gamers.

PSEx: In layman's terms, what is an emulator?

Dave: In plain English, an emulator is just a program that allows one hardware platform to functionally replicate the abilities of a different platform. If you analyze and record everything your PC can do — what commands it can accept, what it does with those commands, and what it outputs on the other side, you could write a program that accepts the same inputs and produces the same outputs — and that would be an emulator. Virtual PC and SoftWindows are examples — they EMULATE the functionality of a PC on a Macintosh, allowing a Mac to run PC programs.

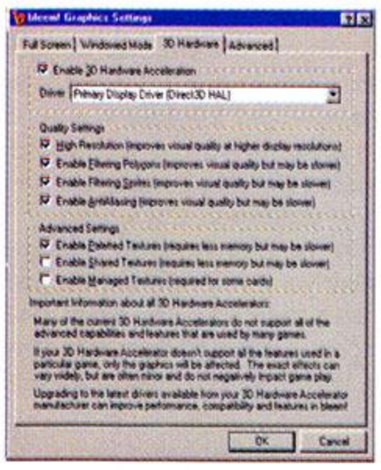
PSEx: Can you tell us about the Sony lawsuit? What are they claiming against you?

Dave: (laughs) What AREN'T they claiming against us? This is my first experience with a lawsuit like this, and I can't say that it's one I'd care to repeat. So far, they've accused us of everything from misappropriating their top-secret documents to infringing their copyrights, to outright piracy. The thing that drives me nuts is, you can file a lawsuit like this and make these kinds of "really" damaging accusations without a shred of evidence! I know it's all about business, but I can't stand the idea of being branded this way — the kind of person they describe in their court filings is not the kind of guy I am or could ever imagine being. But that's business, I guess.



Metal Gear Solid

This has all been a learning experience for me — I certainly never knew all that was involved in a lawsuit — and defending yourself against one. The way it works is, Sony first filed a lawsuit against us claiming all sorts of awful activities. Then because they said we were still actively engaged in those activities, they needed a Temporary Restraining Order, a TRO, to keep us from going any further. So they filed their first TRO, we went to the judge, and we won, giving us the green light to continue developing and selling bleem! We thought we were OK for a while, because you can't ask for another TRO unless new information becomes



available. Over the next couple of weeks, Sony was granted a Preliminary Injunction against Connectix for their VGS product and Randy was deposed, or questioned, by the Sony attorneys about how he developed bleem! Armed with that information, Sony filed ANOTHER TRO wherein they tried to use Randy's comments (280 pages of them) to allege that our development process was somehow the same as Connectix's - which is not even close to being true. Thankfully, we have a judge who really gets this stuff — he's the same guy who presided over the Connectix case — and he denied that TRO request as well.

So, we're doing well. We know that our development was clean — Randy's no slouch and has been a professional programmer for many years. He did his research and was very careful to stay within the rules. And I did my due diligence and examined every nook and cranny of bleem! before I jumped in with both feet — I wouldn't be working 20 hours a day if I didn't believe in bleem! and its legality.

PSEx: What happened at E3? Why were you told to leave the show floor?

Dave: Ugh.. Well first off, we weren't actually told to leave the show floor... but pretty close. We registered for E3 at the last minute — on Tuesday, in fact — after a company who had asked us to be part of their booth dropped us at the last minute — you can guess why.

We had managed to pull together a pretty good display in just a couple of days — even if it was in the least-fashionable, farthest corner of the basement-level show floor. We had signs, big print-outs of the grabs you see on our website comparing standard PSX resolution to enhanced Direct 3D graphics in bleem!, and I had rounded up a bunch of friends to help run the booth and pass out stickers and cards inviting people to our booth for free giveaways. We were getting a lot of attention, which was really cool — but maybe a little too much attention, because Sony sure as heck noticed us.

On Friday (day 2 of the show) a Sony legal representative approached one of my booth-buddies and got right in his face, thrusting his business card at nose-level and shouting that we were in violation of Sony's copyrights and that he wanted everything taken down NOW!

Now, my friend is no small guy — 6'4" and 220 lbs — so, if he felt threatened, I have to assume that this lawyer was pretty intense. Their attorney was told that I had not yet arrived and that any such action would have to be with my approval.

Now, I was trying to get a couple hours of sleep since I'd been up until 6am collecting stuff for Sony's accelerated Discovery request. When I heard about this scene, I headed down to the show right away. But ,when I arrived there, I found a crowd of people filling the aisles around our booth and spreading into the surrounding spaces. They were watching as the Show Director, the IDSA's Mary Dolaher, surrounded by about 10 suit-clad men from Sony and the IDSA, told another of my booth-workers that all the screen grabs would have to be torn down and the games running in bleem! turned off, or she would tear down our booth. She claimed that we were infringing on the intellectual property rights of others by showing the printed screen grabs and by running PlayStation games on PCs. She said that we could not run or display games for which we did not own the copyright — which stunned me. I pointed across the aisle to a booth for game chairs with speakers, all of them connected to Playstations running games they did not develop. I pointed to several controller manufacturers in our same aisle, all demonstrating their devices with PlayStation games. She said, "we're handling them on a one-by-one basis" and that "Sony hasn't complained about them." She further claimed that Sony had an INJUNCTION against bleem! and that was the justification for shutting us down. We told her that we were aware of no such injunction, that none existed, and asked for to produce the judges decision. She said that she did not have a copy of the injunction, but said that it was a "new injunction." When pressed further, she admitted that she had not even seen it, but that "they" had (referring to Sony's lawyer and the men behind her). I told her that while Sony was suing us, we had WON in every court appearance, there was not legal authority to back up her actions. I asked her who she was to grant Sony's wishes when TWO Federal Court Judges had declined to do so. She simply said that there "will be no discussion." Even when I offered to get her copies of the judges' decisions, she continued to refuse to discuss the matter. I said that it seemed a little unfair that she should accept the word of the Sony executives without even talking to my

Ehrgeiz

attorneys to verify the truth. She finally agreed to talk to my attorneys, but when they called her, said she was busy and declined to fully discuss the matter.

So we had no choice — it was too late to get the judge in our case involved and the IDSA/E3 people were obviously on Sony's side. We could either take down our displays or leave. We decided to try and make the best of the show and took down the signs Sony found offensive, and since Sony was the only one complaining, asked another show official if that meant it was OK to show other companies' games — he wasn't sure, but thought it would be OK.

So, we thought that was the end of it and got back to our customers. Man, were we wrong. The next thing we know, any time one of us went out to the more popular areas of the show to hand out stickers or cards, we were tackled by a show official and told that we would have to stop or we would be thrown out of the building and banned from the show. When we asked why other companies like 3DFX (standing 10 feet away) were allowed to hand out promotional materials, we were told that they were once again "dealing with them one-by one" and "would get to them later," but that WE were the target of the moment. I later asked a friend with 3dfx if anyone had ever actually "got to them" and he laughed and said, "no, I think that was special, just for you!"

And finally, when a Microsoft employee with whom I was supposed to meet went to the show office on Friday to ask for our booth number, he was told that we had pulled out of the show on Thursday and were no longer displaying.

Similarly, when Randy arrived on Saturday and tried to get his badge, he was told that we did not exist and that no one was registered in our booth. He had to raise hell before he could get in (on the day the show was open to the public), and even then was not given an exhibitor's badge.

So that's the story. Amazing. I can't imagine what could possibly be so threatening to Sony with their multi-million dollar booth the size of a football field, that would warrant this kind of response against 2 guys in a 10' x 10' booth in the friggin basement. But there you are. *sigh*

PSEx: Sony has won a temporary restraining order against the Virtual Game Station. What makes you think they won't be able to do the same to bleem!?

Dave: Because we're not VGS! It's like saying, "Since the last guy this District Attorney prosecuted was found guilty, why should you be innocent?"

It's a different case, with different facts. Without getting into all the technical stuff, we approached emulation from two totally different perspectives: from what I understand, Connectix took the "to the metal" approach, literally emulating each hardware component of the PlayStation in code on the Macintosh. In the process, they may have made some mistakes with their handling of the BIOS. We, on the other hand, looked at it from a software standpoint — we approached the PlayStation by watching how it ran games — what commands went in and what came out, then figuring out what happened in-between and devising the most efficient way to get those results from a PC. It's clean, it's legal, and it results in MUCH faster emulation.

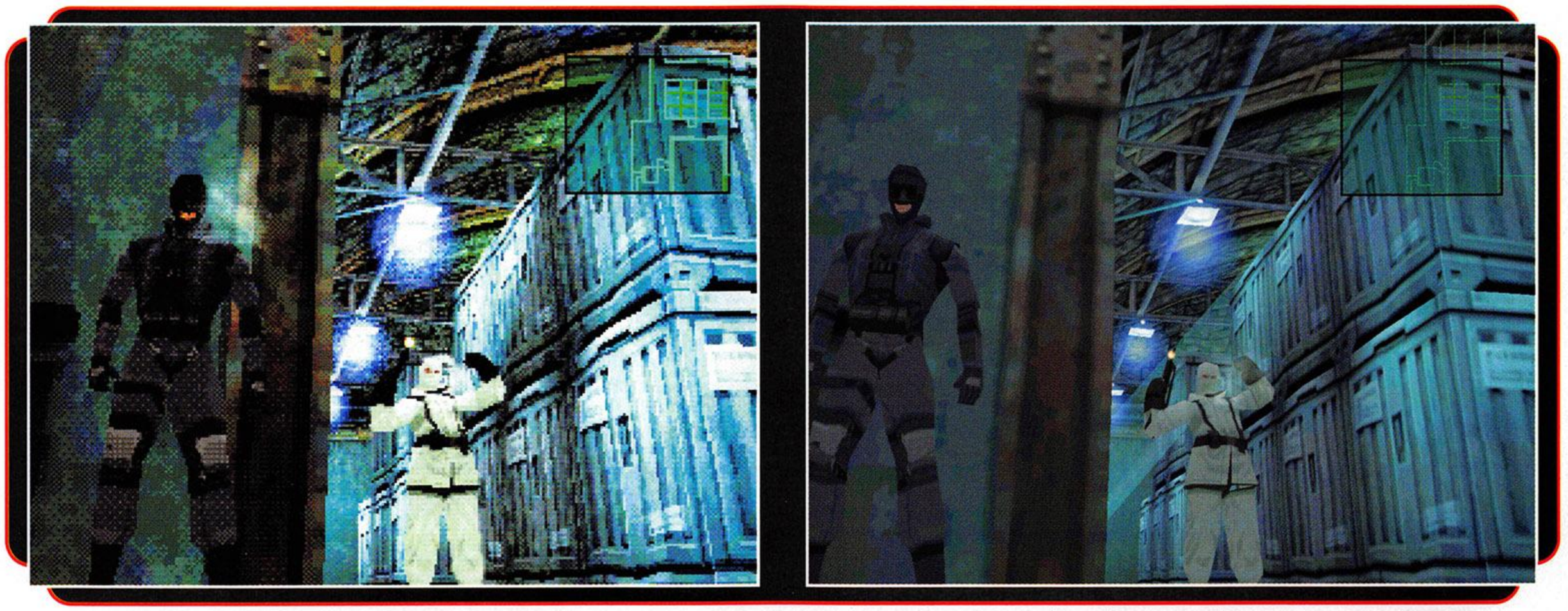
PSEx: How is bleem! different from PS Emu Pro or Virtual Game Station?

Dave: We don't want to sound like we're trying to tear down other programs — I'd rather leave the comparisons to the users and reviewers. But, in general terms, we're very easy to install and use — just one tiny program instead of many elements; and we do more than just emulate PlayStation games as-is — bleem!'s Direct 3D support lets you use your 3D card to display games at higher resolutions and more detail than you've ever seen from a PlayStation game. With a full-featured card and enough VRAM, you can get 640x480, 800x600, and even higher resolutions.

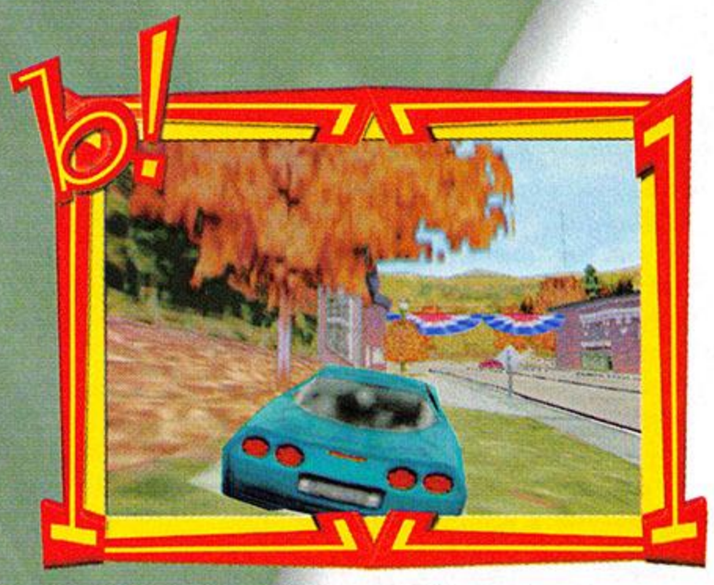
PSEx: How compatible is bleem!? Will all of the PlayStation games work?

Dave: Well, NO emulator is ever 100% compatible. That's just the nature of emulation. But, we do offer a lot of gameplay for the money — our current compatibility list includes over 500 games worldwide. Now, that list was largely submitted by users of our demo using only software-based emulation.

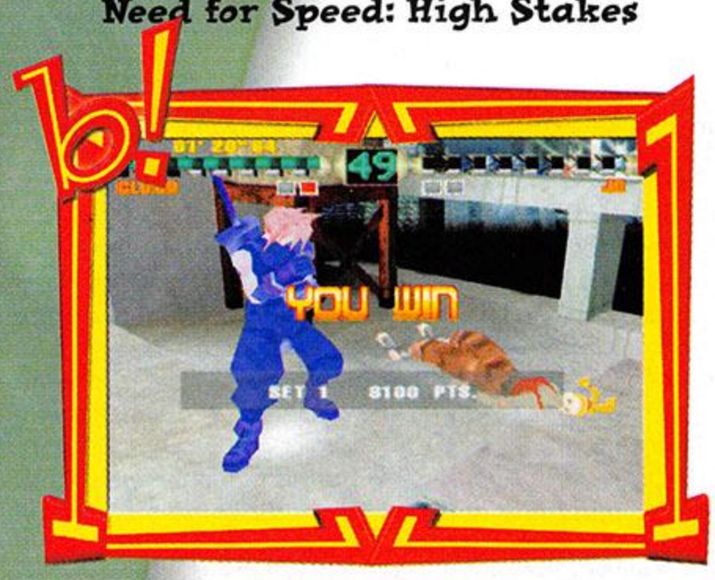
We can only emulate what we've seen — if a program uses code we've never run across, it isn't supported in the emulator. But as users tell us mare and more, we can get the problem games and figure out any problems. We're constantly improving



These side-by-side shots of Metal Gear Solid illustrate the dramatic difference between a stock PlayStation (right) and bleem! using 3D hardware acceleration.



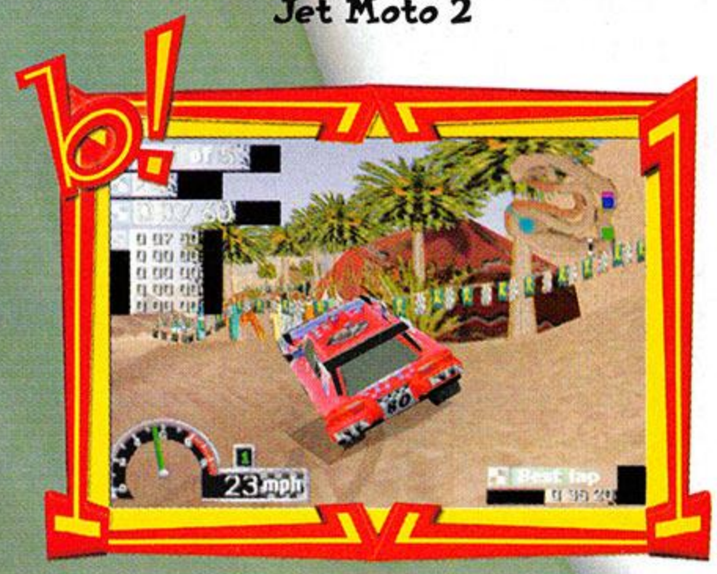
Need for Speed: High Stakes



Ehrgeiz

Colony Wars

Jet Moto 2



Rally Cross

compatibility and will continue to support bleem! with FREE updates on the web. In the six weeks since the demo was first released, we posted updates 6 times – that's a good track record, we think – and one that users can count on in the future.

PSEx: How important is it to have the latest drivers when trying to run bleem!?
Dave: Very. bleem! is one of a handful of programs out there to require DirectX 6.0. And unfortunately, the drivers for most devices are still catching up with the new version. In just the short time since 6.0 was released, some cards have had 4 driver updates before finally working properly! We're doing all we can to collect information and tips for configuring your system and bleem!' settings for best results. We were a little worried when we first posted the full program – reports of weird graphics and the like made us really look at the program again to make sure we hadn't messed up. But as we posted more information and our friends in the gaming community also posted specific information for various cards, we're seeing more and more people getting great results. We recommend that any user check our websites support pages for more info.

PSEx: Will imports work with bleem!?
Dave: Yes.

PSEx: What was the most difficult part of creating bleem!? Were there any terrible sticking points?
Dave: Starting from nothing and trying to figure out the complexities of an entire system, that was tough. But even worse was that once we finally got a part working properly, we'd throw it out and start from scratch, looking for ways to teak even more speed out of the PC. The software renderer alone was re-written SEVEN times, from scratch, to get better performance each time.

PSEx: We've seen info on the bleem! website offering to license customized versions of bleem! to developers in order to create a cross-platform game disc. Have you had any publishers contact you regarding this? More importantly do you think any developers would risk licensing bleem! given Sony's attitude towards the program?
Dave: We've had a number of inquiries – but when we first suggested it, Sony hadn't come out against bleem! yet. Even then, they were nervous about the possible ramifications with Sony. Since then, it's only gotten worse. I can't begin to count the number of developers who approached us at E3. They were interested but also scared – I had to tell them that while I think dual-platform PSX games would be great for everyone, there wasn't much of a chance of Sony giving it the green light. And since PSX developers are required to use Sony for all their mastering, and Sony apparently has to authorize a game for release, I told them it probably wasn't a good idea – I'd hate to see a program put on hold because they mentioned the "b" word.

PSEx: How would you respond to those that equate emulators with piracy? Are you simply making it easier for pirates to play PlayStation games?
Dave: It's a real perception problem. It's funny how no one thinks of SoftWindows or Virtual PC as piracy tools, even though you can run a pirated Windows program in their emulators as easily as you could a genuine disk. And since most game emulators out there kind of have to run ROMS (copies) of games from discontinued platforms, people have assumed that all emulators must be for piracy. Not necessarily – fans of classic gaming argue that emulators keep code alive by allowing discontinued products to live on as hardware advances. In the end, we're no more responsible for the actions of a user running pirated games on bleem! than Sony is for the people who use their Sony CD-R drives to copy games.As for the second question – how much easier could it get to pirate PSX CDs? When you can spend four bucks on a MOD chip for your PSX and make a copy of a game CD on your CD-R recorder very easily.

PSEx: What are some of the problems you've had to deal with as a startup company?
Dave: Take your pick. I'm expecting locusts any minute now. Managing any startup is a tough job. You're brand-new, usually short on cash, and have to beg and borrow to get credit terms to make your product, work many all nighters to do all the stuff other companies take for granted, and in our case, learn a lot of lessons as we go. All we can do is give it all we've got and never give up. But when you add the strain of a lawsuit on top of all that, it becomes almost impossible – which is the point, I suppose. Supposedly "done" deals with outside vendors suddenly fall apart with no explanation, leaving you to personally do work you'd planned to outsource. Credit terms are revoked as vendors worry about whether you'll be around in a week. Time you'd rather spend on your business is gobbled up by endless legal questions. Your timelines become meaningless and you lose the goodwill of your customers as you miss delivery dates and break promises. And the worst part is, the money you need to get the help you need – to hire employees, consultants, outside firms – is taken from you as quickly as you make it by the incredible legal costs involved – tens and hundreds of thousands of dollars in only weeks.
But we think it'll be worth it. All we've ever wanted is a fair shot at being the kind of company we've always wished existed – one that makes great products, sells them at a fair price, and values their customers. So we can't give in after all this work. One way or another, we'll keep fighting, learning, and making bleem! better.

PSEx: What is bleem!'s official policy regarding returns? Have you had a lot of people take up your refund offer?
Dave: We KNOW emulation is tricky – it's a very subjective thing, and some people might be astounded and overjoyed with what others consider unacceptable. And the last thing we want is unhappy customers. So we're doing something that's almost UNHEARD of in the game market – offering a 30-day money back guarantee. So far, despite our ups and downs, we've only had a very small number of cancellations – in the 1-2% range. And what's funny is, because we're so accessible, people sometimes write in angry one night about something or other, demanding a refund, blah blah blah. Then they see a technical update, find a fix, or just have a change of heart and write back to cancel their cancellations. I've been absolutely astounded by the level of support we've received from our customers. We never planned to get into this kind of battle – all we wanted was a "lemonade stand" that sold software! And in the face of the enormous obstacles in front of us, I don't know if we'd still be here if it weren't for the thousands of bleem! fans out there, counting on us and backing us up.

Metal Gear Solid

PSEx: As cool as bleem! is, it is kind of annoying having to swap out the key CD every time we run the emulator. Why is the key CD required?
Dave: Why do you have a lock on your front door? An alarm on your car? Unlike PC games that span many CDs, or even ONE CD, bleem! is TINY. And that makes it just that more attractive to crack. I wish it weren't necessary. I wish people would think about who they're stealing from when they pirate software. But they either don't think, or don't care. And while I agree with the general opinion that everything is cracked sooner or later, I also know that we need as large a window as possible to make the money it will take to fight the Sony lawsuit, bring bleem! to retail stores, and maybe even have a little left over for our efforts.

PSEx: If I already own a PlayStation why would I want bleem!?
Dave: bleem! is not, and was never designed to be, a COMPETITOR to the PlayStation console. If anything, it's complementary – it's the perfect way to expand the market for PSX games to millions of PC gamers who are used to a certain level of graphics, and a great way for PlayStation gamers to get more life out of the vast library of PlayStation games. With the DreamCast right around the corner and the PSX2 months or years behind, bleem! helps fill the space between the PSX1 and the new console, by offering enhanced graphics TODAY.

PSEx: Are there any plans for Internet play? It would be awfully nice to be able to play the PS Link games (like Wipeout XL) across the net or over the modem.
Dave: It's something we've investigated as a separate add on – but there are limitations because of the amount of information that can be sent over a serial cable, as opposed to the internet. We'll continue to work on it and will post news as we learn more.

PSEx: What have you learned over the past 6 months? Any interesting tidbits to share?
Dave: What have I learned.... Never, never, set a "guaranteed" release date on software.... If something can go wrong, it often will.... You don't need a good reason to sue someone, just money.... Sleep is wonderful... Being right doesn't necessarily mean you'll win – if you can't afford to defend yourself, you've already lost.... People are a whole lot nicer and more decent that I ever thought... Some people are a lot less nice than I can comprehend.... oh... one more... Elephants cool themselves via the blood circulation in their ears; that's why African elephants have larger ears than Asian elephants.

PSEx: What does bleem! mean? Why the name?
Dave: An ancient Toro-Fecundian word, its meaning has not yet been translated.

IF YOU BUILD IT,

THEY WILL COME.

...at least that's what we've heard.

WWW.

PSExtreme

.COM

Come join the masses.
Discover the phenomenon that
is; www.PSEXtreme.com.

BPA INTERNATIONAL
INTERACTIVE

√ EXclusive news and info √ Every game ever reviewed √ PS chat room

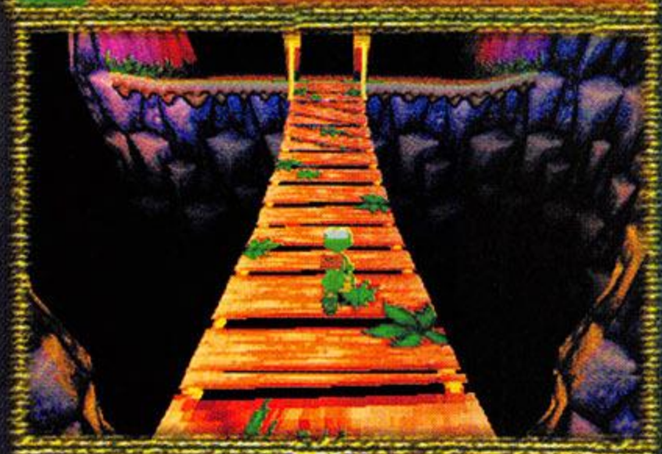
genre: Action/Platform
published by: Fox Interactive
developed by: Argonaut
origin: UK
# of cd's: 1
available: Now!

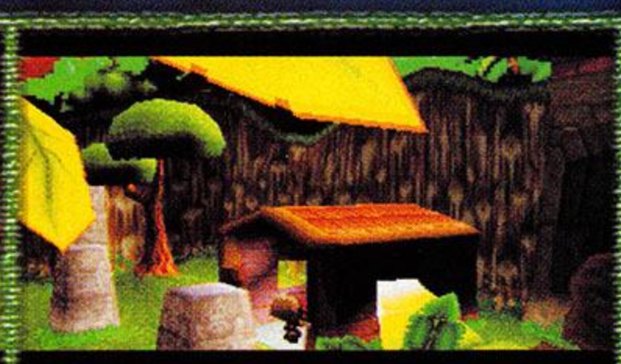
Croc 2

Let's take a little PlayStation pop quiz, shall we? Quick, can you name the top-selling action/platform title by a third party publisher on the PSX? Sorry, time's up. The answer? Croc: Legend of the Gobbos. That's right, Fox Interactive and Argonaut's little reptilian Gobbo saver is only bested, in terms of US retail sales, by the three Crash Bandicoots, Spyro the Dragon and Medievil. And, it was a success with good reason. I gave the original Croc a 'Gold' rating when it was first released and played the heck out of the game, on both the PlayStation and PC (the PC version was one of the first games to support 3Dfx Voodoo technology right out of the box).

The game is, without question, targeted at a younger audience (at least in terms of its character development) than any of its competitors and is also the most Mario-like of all the PlayStation action/platform titles. Currently available on the Greatest Hits lineup, for 20 bucks or less, it remains a great buy and its technology and graphic presentation remain competitive with most newer releases. Croc 2 takes the feel-good environments and game play of the original and expands the experience. The story hasn't really changed; Croc is still saving Gobbos and Baron Dante is still causing trouble, but they are carrying out their virtual lives over 40 new levels, with a number of new techniques and play mechanics available to Croc.

The original Croc was lauded for its go-anywhere environments, something that, at that point in PSX history, had not been achieved in an action/platform title. It did, however, also receive some criticism because the levels consisted of a series of small 'rooms' that were connected by doors and short load times (it seems you can never REALLY make the video game press happy). Apparently, Argonaut have been listening to the grumblers, because the levels in Croc 2 are much bigger, no doubt a result of graphic data being streamed

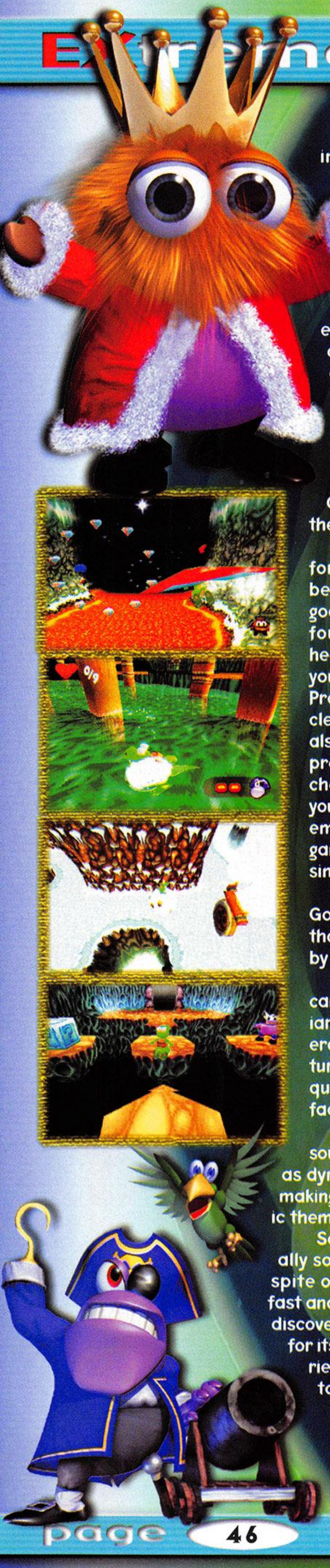


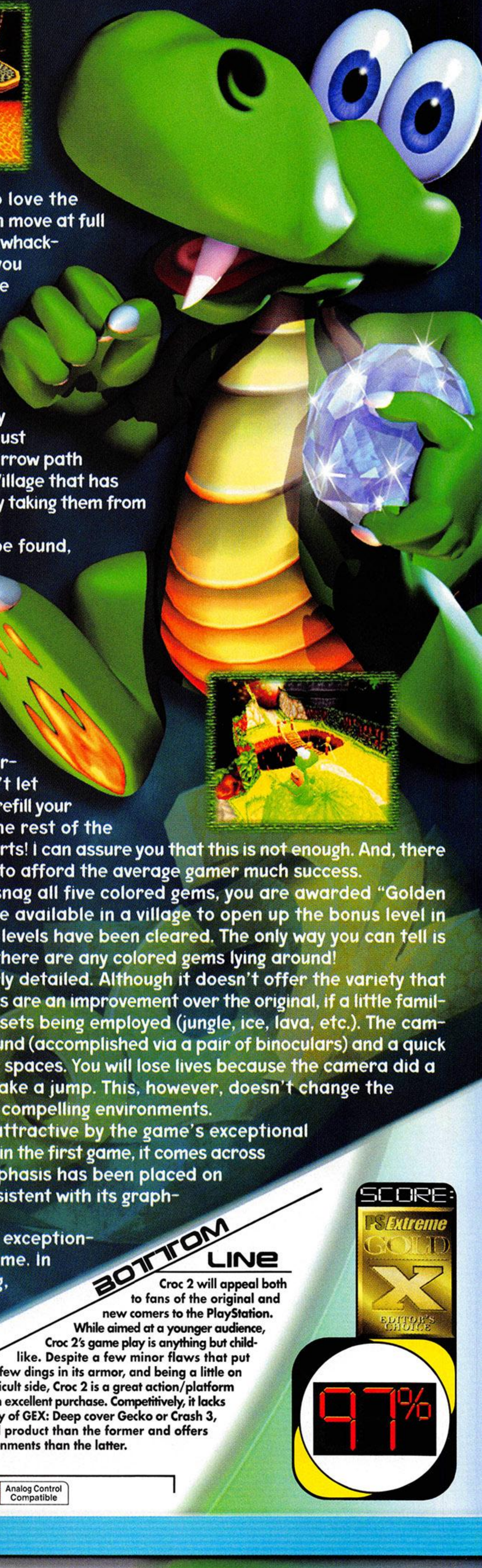


directly from the CD. The game consists of four different 3D map areas ("Villages"), each featuring a number of levels. If you snag all of the colored gems in the game, a fifth village will open up. I can assure you, though, it is no easy task to accomplish! Each village features: exploration levels, where you need to find the colored gems and a specific number of Gobbos; vehicle levels, where you must pilot a speed boat, hang glider, mine cart, go-kart, etc. and try to snag Gobbos, gems and colored gems (each one varies in its required tasks); and boss levels, where you must employ a specific game play strategy to beat the evil minions o' Dante.

Also new to Croc 2 are a number of moves and features, like dialogue boxes between Croc, Gobbos and enemies and the inclusion of the "Swap Meet Pete" shop, where Croc can use his non-colored gems to buy items that will help him survive (health hearts) and prosper (Gummi Savers that allow Croc to jump higher and longer in specific locations, Clockwork Gobbos that can be used in specific areas). The addition of the swap shop has a major effect on game play in Croc 2, as the Gummi Savers are required to snag colored gems and you can only use a purchased Gummi Saver once per set of hearts. What this means is that when Croc runs out of health, the game is over and must be continued. Any Gummi Savers that Croc has placed in a level will be gone, as will the clear gems that he used to purchase them. What ends up happening, from a game play standpoint, is that you will find yourself short on hearts and need to acquire gems to buy them at Swap Meet Pete's. The problem is; if you don't finish a level (without dying), you will not keep any of the gems you've collected on that level. As you move into the second and third villages, the exploration levels can get pretty tough. Often times, you will find yourself short on hearts AND cash. Because of this, the vehicle-based environments act as the easy, build-up your gems levels (some, not all). I have played these levels over and over again to acquire enough gems (250) to level up and restore my hearts, or to nab the fundage required to purchase some of those Gummis.

Move-wise, Croc can now carry and throw items, swing on vines and ropes, accomplish what are described as the "Boost Triple Jump", a "Power Flip" and the "Croccy Paddle".





In general, the game play and control in Croc 2 are excellent. If you liked how the first game played, you are going to love the sequel. There are times when you can move at full speed; jumping, rope swinging and tail whacking on the fly, and other times when you have to execute jumps that require more thought and pin-point accuracy. The enemy AI won't win any awards, but their aggressive attack schemes make it so you can't ignore them. And the new game play elements found in both the exploration levels and the vehicle levels are well-executed. My personal favorites involve a level where you must ride and steer a snowman's head on a very narrow path (think "Marble Madness") and a level in Inca Village that has Croc trying to save a number of Gobbo babies by taking them from their captors and chucking them into playpens.

There are, however, a few peculiarities to be found, for which I can offer no explanation. To begin with, the heart health system is goofy. There are very few hearts to be found in game play. If you are losing health in a level, you are going to die. So, you have to buy health at Swap Meet Pete's. Problem is; what you're really buying (for 250 clear gems) is an additional heart and Pete is also kind enough to fill up any missing hearts. The problem with this system is that once you've purchased nine hearts, you're max'd out. Pete won't let you purchase any more. Fair enough, but he won't refill your empty ones either — you are doomed to play the rest of the game with a maximum starting point of three hearts! I can assure you that this is not enough. And, there simply aren't enough hearts on the playing field to afford the average gamer much success.

Peculiarity #2: When you clear a level and snag all five colored gems, you are awarded "Golden Gobbos". You need to collect every one of these available in a village to open up the bonus level in that village. But, the game doesn't tell you what levels have been cleared. The only way you can tell is by going back into a level and checking to see if there are any colored gems lying around!

Graphically, Croc 2 is fast, colorful and fairly detailed. Although it doesn't offer the variety that can be found in Crash 3 or GEX 3, the environments are an improvement over the original, if a little familiar as a result of many of the same texture/tile sets being employed (jungle, ice, lava, etc.). The camera system, while featuring an improved look around (accomplished via a pair of binoculars) and a quick turn button, still can get a little confusing in tight spaces. You will lose lives because the camera did a quick swing on you just as you were about to make a jump. This, however, doesn't change the fact that Croc 2 is a beautiful looking game with compelling environments.

These environments are made even more attractive by the game's exceptional soundtrack. While consistent with the music found in the first game, it comes across as dynamic and new. You can really tell that an emphasis has been placed on making sure the music featured within a level is consistent with its graphic theme.

So, there you have it. In summary, Croc 2 is an exceptionally solid and well-constructed action/platform game. In spite of a few 11th hour oddities, it is good looking, fast and fun, with a long quest and tons of stuff to discover and do. It may be on the tough side for its target demographic, but experienced A/P players are going to love the challenge.

Dave

BOTTOM LINE

Croc 2 will appeal both to fans of the original and new comers to the PlayStation. While aimed at a younger audience, Croc 2's game play is anything but child-like. Despite a few minor flaws that put a few dings in its armor, and being a little on the difficult side, Croc 2 is a great action/platform game and an excellent purchase. Competitively, it lacks the graphic variety of GEX: Deep cover Gecko or Crash 3, but is a more polished product than the former and offers larger, less-restrictive environments than the latter.

COMPATIBILITY

1 Player | Vibration Function Compatible | Analog Control Compatible

SCORE:

PS Extreme GOLD X EDITOR'S CHOICE

97%

3XTREME

WIN! Xtreme Opportunity

OFFICIAL SWEEPSTAKES RULES

No Purchase Necessary. Sweepstakes open to legal residents of U.S. only.

2. TO ENTER. Legibly hand print "3Xtreme/PS Extreme Sweepstakes" with your name, address, city, state, zip code and telephone number on a 3" x 5" postcard with first class postage stamp affixed and mail it to: 3Xtreme/PS Extreme Sweepstakes, c/o P.O. Box 34012, Los Angeles, CA 90034. Each entry must be mailed separately and be postmarked no later than 7/16/99 and received by 7/23/99. Only one entry per day. No copies of entry forms or any other materials will be accepted. Sponsor assumes no responsibility for lost, late, incomplete, misdirected, mutilated, illegible or postage due entries. All entries received become the exclusive property of the Sponsor and will not be returned by Sponsor.

3. PRIZES/DRAWING: One (1) Grand Prize winner will win a Haro bike, Salomon in-line skates, a Santa Cruz skateboard and a 3Xtreme videogame (Approximate Retail Value $1000). Three (3) First Prizes will receive: one (1) Haro BMX bike, Santa Cruz skateboard and a 3Xtreme videogame (Approximate Retail Value $800). Five (5) second prize winners will receive: one (1) Santa Cruz skateboard and an authentic 3Xtreme Levis jacket (Approximate Retail Value $(300). All apparel sizes are Adult XL. Odds of winning depend upon the number of valid entries received. Winners will be selected in a random drawing by MDS on or about 7/30/99 from among all valid entries received. All prizes will be awarded and winners will be notified by mail. Allow 6-8 weeks for delivery of prize.

4. PRIZE RESTRICTIONS: Limit one prize per individual or household. Prizes are non-transferable; no substitutions are allowed except by Sponsor due to unavailability, in which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded in the name of the parent/legal guardian. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within 7 days of notification attempt. Failure to return the affidavit in the time noted may result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsor nor its parent, affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that winners might incur as a result of this sweepstakes or receipt of prize. Entrants consent to Sponsor's use of their entry, name and/or photograph for Sponsor's advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsor, its employees, directors, officers, agents, subsidiary, parent and affiliated companies, and each of their licensees, advertising and promotional agencies from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize.

5. ELIGIBILITY: Open only to legal residents of the U.S., except employees or agents of Sponsor, its subsidiaries, divisions, affiliates, advertising agencies, and members of the immediate families of each. Sweepstakes is only valid in the United States and void in Florida, Puerto Rico and wherever else prohibited.

6. WINNERS' LIST. For the names of the prize winners, send a stamped, self-addressed envelope before 7/30/99 to: 3Xtreme/PSExtreme Sweepstakes WINNERS' LIST, P.O. Box 34012, Los Angeles, CA 90034. Please allow 6 weeks for delivery of winners list.

7. Sponsor: 989 Studios, and Dimension Publishing.

Haro and Group are registered trademarks of Haro Bicycle Corporation. Salomon and the Salomon logo are registered trademarks of Salomon, S.A. Santa Cruz Skateboards is a registered trademarks of NHS, Inc. 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Studios. © 1999 Sony Computer Entertainment America Inc.

SALOMON

989 STUDIOS

www.989studios.com

EXpecting

ELECTRONIC ENTERTAINMENT EXPO E3™

TOP PSExtreme

EDITORS' CHOICE TOP FIFTEEN GAMES AT E3

Qualifications for the top 15:

The games in our Top 15 list had to meet the following requirements: The game(s) had to be playable at E3. Games could have appeared in previous issues of PSExtreme, but do not qualify if they have been reviewed by our editorial staff, in the pages of EXRated. Those that appear on the Top 15 represent a consensus opinion of the PSExtreme editors attending E3. Individual editors did not see every PlayStation product displayed at the show. Therefore, results were tabulated from the seven individual editors and the games that were consistently picked by all seven editors are the ones listed. The winners below are presented in alphabetical order and are highlighted on the next six pages.

Ape Escape *visit page 58*

Crash Team Racing *visit page 49*

DieHard Trilogy 2 *visit page 49*

Dino Crisis *visit page 50*

Driver *visit page 50*

Final Fantasy VIII *visit page 51*

Gran Turismo 2 *visit page 51*

Jet Moto 3 *visit page 52*

Pac-Man World: 20th Anniversary *visit page 28*

Resident Evil 3: Nemesis *visit page 52*

Spyro The Dragon 2 *visit page 24*

Tomorrow Never Dies *visit page 53*

Toy Story 2 *visit page 53*

Um Jammer Lammy *visit page 54*

Wipeout 3 *visit page 54*

sony's

CRASH TEAM RACING

november

We were able to spend some quality time with Naughty Dog's co-founders, Jason Rubin and Andy Gavin at the show, as they demo'd their latest creation, Crash Team Racing. After giving us some of the details and goals that they have for the project, they let us loose on the controls. All we have to say is: get ready to burn rubber Crash fans!

While the inspiration for CTR comes from Mario Kart and other games like it, there is no mistaking the unique quality that Crash Bandicoot and his friends bring to this racing game. All of the characters that you know, love and hate are in the game, and you can choose to race as any one of them. The tracks (we were able to race on both the jungle and snow tracks) are based on the level environments found in the first three CB games. The game is a race to finish first, by any means possible. There are a number of crates littered throughout each course that contain different weapons. Hit the box, activate the weapon and use it. You can also purchase upgrades and tune up your ride as you progress through the game's circuit. In addition, Naughty Dog has implemented some very cool game mechanics, making the game much deeper than what first meets the eye.

CTR is played out in go-anywhere, 3D environments (retaining the lush visuals found in the CB series) with a very fast, consistent frame rate; and up to four players can play, via split-screen, at the same time. We hope to have a more complete version of the game for our August or September issue. Stay tuned... Crash Team Racing looks like it's going to be huge!

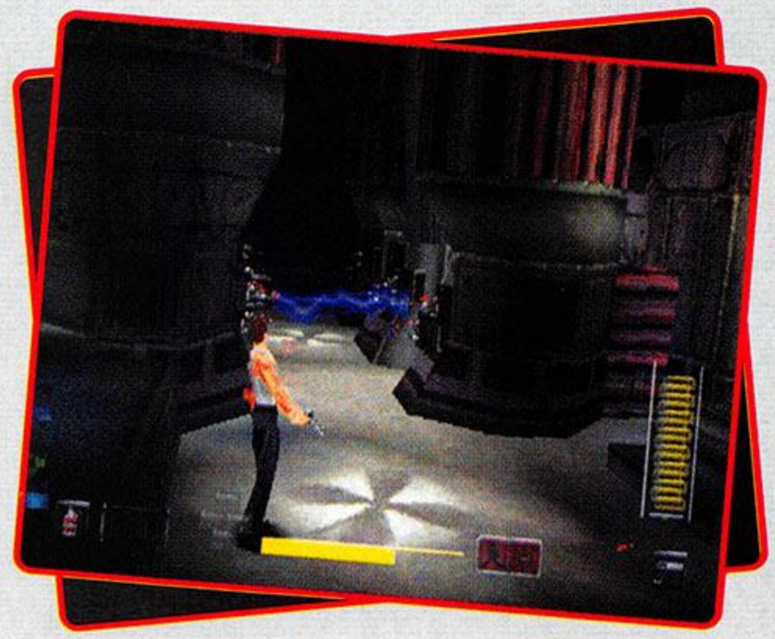
fox interactive's

DIEHARD TRILOGY 2

november

Who would have thought that Fox interactive would make another Die Hard Trilogy? With no new movie planned, the license looked like it had been tapped out. For whatever reason, we're completely happy and excited that they've decided to make a sequel to one of our favorite PlayStation games of all-time. In fact, even though the original DHT was a first-generation PlayStation game, it still looks and plays great.

Being developed by N-Space (they did Duke Nukem: Time to Kill — the first DHT was done by Probe), Die Hard Trilogy 2 features an all-new, original storyline that will continues the trend from the first by packing three unique, action-filled games into one (shooting, driving, third person action/adventure). The bright lights and glitzy landscape of Las Vegas provide the backdrop for the story, and good ol' Bruce (as Lt. John McClane) will find himself once again against insurmountable odds. DHT2 will feature two modes of game play — Movie Mode and Arcade Mode. Movie Mode will intersperse the three different game engines into one large, story-driven adventure. The Arcade Mode will play more like the original, allowing you to choose and play through the different modes separately. We played the game briefly at the show and it looks to be on the right track.



capcom's DINO CRISIS

august

Capcom's booth was typically overflowing with attendees trying to get a few minutes of play-time with their newest and hottest titles. Dino Crisis, one of the main draws at their booth, takes the concept of "Survival Horror" from the Resident Evil series and twists it into a new story and setting. Instead of fighting the hordes of undead in Raccoon City, you now will be battling carnivorous beasts from the Jurassic period on Ibis Island.

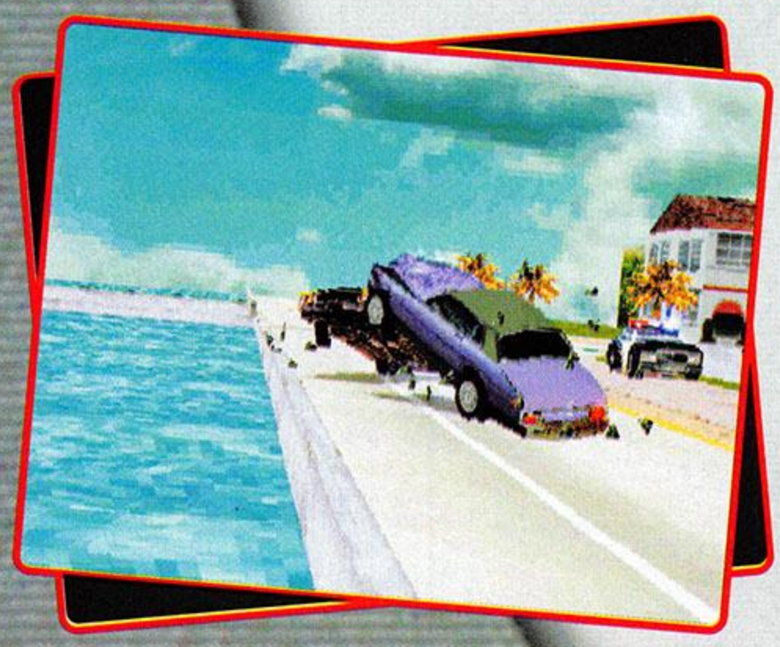
Produced by Shinji Mikami (the creator of RE), Dino Crisis puts players in the role of a young woman named Regina — a member of a special force operative team who has been ordered to infiltrate a secret laboratory on a remote island and capture a genetic scientist. What you don't know, is that the island is overrun by dinosaurs, including Raptors and Tyranosaurs.

Besides the enemies, the main difference between Dino Crisis and the RE series is the graphic engine, which is now displayed in complete 3D versus RE's pre-rendered backdrops. While the detail can't be as great, the 3D environments add a greater, dramatic effect. In addition, Capcom has added a new inventory system, new special effects (your character will trail blood when hurt) and a host a graphic upgrades. Of course, there will be plenty of shooting with the prerequisite puzzle solving thrown in for good measure.

With both Dino Crisis and RE3: Nemesis scheduled for later this year, Capcom is poised once again to prove they know how to do great PlayStation product. Look to next month's cover feature for all of the grisly details on this killer game.

gt interactive's DRIVER

july



Reflections' Driver was definitely one of E3's showstoppers, but we already knew it would be (see our May cover feature, Vol. 4, iss. 6). Having a major presence in GT's booth, the game was presented in a row of sit-down, coin-op cabinets.

If you haven't been following Driver's progress in our pages, than you might not know that it is one of '99's potential big hits. Developed by the same team that brought us Psygnosis' Destruction Derby 1 and 2, Driver, er, well, puts you in the Driver's seat. Set in the disco-dancing, big hair, even bigger collars, and snazzy wood grain days of the '70's, you are an undercover cop who, in order to infiltrate the seedy underbelly of some of America's biggest cities, hires himself out as a wheelman (a.k.a., driver) for the mob.

Driver's biggest draw is its amazing 3D engine. The game takes place over a variety of real-world cities, which include New York, Miami and San Francisco — complete with working traffic, pedestrians and landmarks. The game's engine gives you complete freedom to drive anywhere you want, allowing you to choose the best route to take during a mission. In addition to its amazing graphics, Driver promises to pack a lot of action, an awesome, director-style replay mode where you can film and record your own car chases, and some of the coolest disco tunes since CHiPs was taken off the air.

square/ea's

FINAL FANTASY VIII

september

The hype for Squaresoft's Final Fantasy VIII has been running non-stop for at least the last six months. All one has to do is experience its gorgeous cinemas, dramatic battle sequences and deep and emotional storyline to see why everyone is so excited about it. Having one of the biggest presences at the show — the game was shown in a theater in both Sony and Square's booths, as well as predominantly displayed in EA's — it was hard not to notice it.

With the release of FFVII on the PlayStation, RPGs went from a niche product to a mass market genre (thanks, in part, to Sony's juggernaut marketing force). Final Fantasy VIII should continue the trend and promises to be an even bigger, better and more involving experience. Spanning four CD's, this sequel features an all-new cast and storyline (a Final Fantasy tradition), but the intrinsic plot remains the same (good versus evil). The game has evolved quite a bit from the last, showcasing large, realistic-looking characters instead of the traditional "super-deformed" ones usually found in most role playing games, and the amazing cut-scenes really show off Square's flair for capturing the human spirit in their CG characters.

We are expecting our first US playable version for next issue and will be back with plenty more coverage in the months leading to its release.

sony

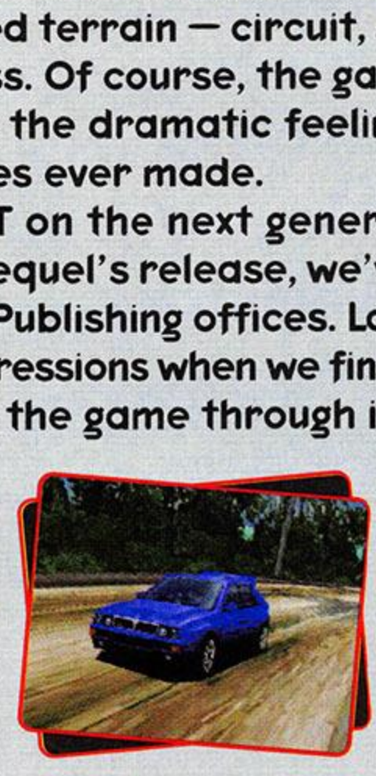
GRAN TURISMO 2

november

As reported in the last few issues, Gran Turismo 2 is already a guaranteed success for '99. Although our initial impressions were that it was still looking a bit early in its development cycle, Sony, along with the game's developers, Polyphony Digital, are more than capable of bringing things together by the game's scheduled November release. Only being playable in one area of Sony's massive booth, gamers stood in line in order to get a few minutes behind the wheel.

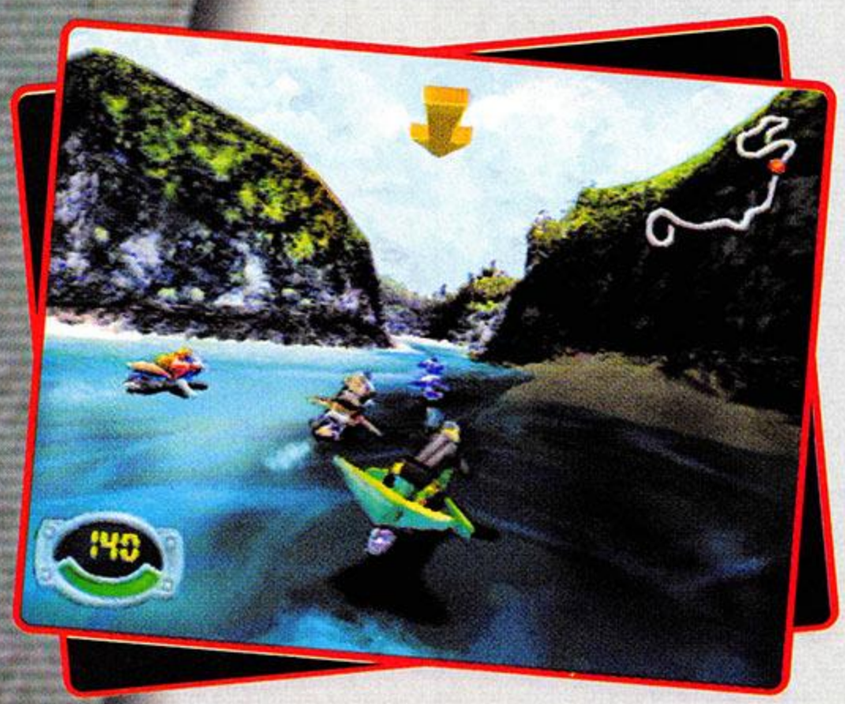
Here's a recap of the features that will be found in the final game: For starters, the number of cars has been raised to a whopping 400. These include the world's top Japanese, American and European car manufacturers, with new editions coming from Chevy, Volkswagen, Dodge, Ford/Mercury, Plymouth, Shelby and Vector (there are even a handful of 70's muscle cars thrown in for good measure). There will be 20 tracks in GT2, spread out over more varied terrain — circuit, street, rally — and a whopping 60 license tests to pass. Of course, the game will lean heavy on the simulation side, recreating the dramatic feeling of driving some of the most fast and exotic vehicles ever made.

With the playable demo of GT on the next generation PlayStation hardware and the advent of the sequel's release, we've developed a bit of GT fever around the Dimension Publishing offices. Look to the next few issues for some first, hands-on impressions when we finally get our chance to spend some quality time taking the game through its paces.



989's JET MOTO 3

october



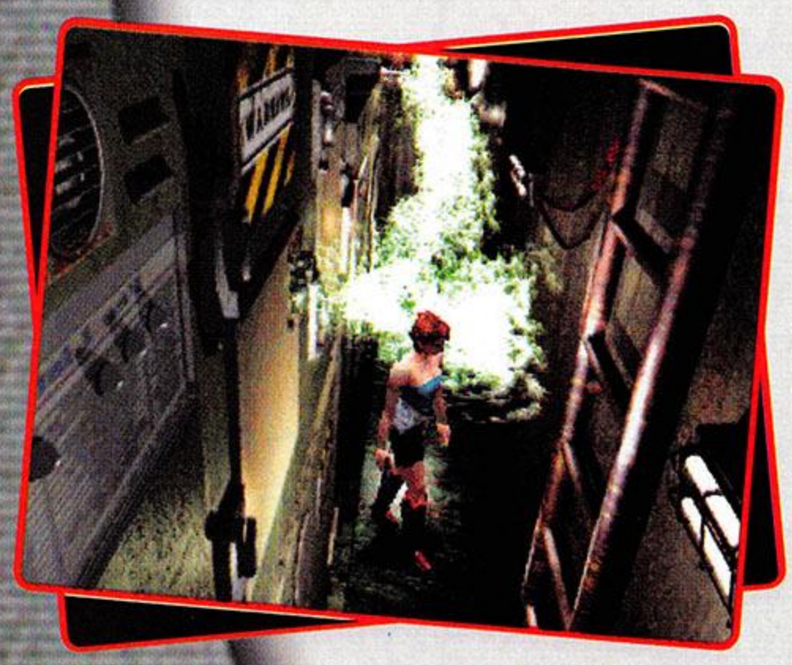
989 Studios was showing off a playable version of the latest game in their best-selling Jet Moto series, Jet Moto 3. For those of you that are "in the know" (and that should be any of you that regularly read our beloved PSExtreme), the first two Jet Moto games were developed by Salt Lake City-based Singletrac (Warhawk, Twisted Metal 1 & 2). After completing Jet Moto 2, they were purchased by GT Interactive and went on to develop Rogue Trip and the very Jet Moto-like hover deck game, Streak.

The new game is being developed by a company called DT Productions. The "DT" part stands for Don Traeger, who is no stranger to the gaming world. Don previously headed EA's Foster City studio for many years. Apparently, DT knows what they are doing, because JM3 is faster than the first two games with smoother, more colorful graphics and a tight, 3D engine (which was started from scratch). We were able to race around on a few tracks before the show and can tell you that the sense of speed to be found in the game is absolutely mind-blowing. In addition, the tracks have a number of hidden paths, dramatic vertical changes and grappling mechanics that comes into play in a much more cool and thought out way.

Even at its early state, we think that, based on the playing time we've been able to log so far, fans of the series are going to be thrilled with the next instalment in this series. We should have plenty more information on Jet Moto 3 in our next issue, and you can look for the game to hit retail this Fall.

capcom's RESIDENT EVIL 3: NEMESIS

november



Yes, we realize that you can find these same shots and most of the information for Resident Evil 3: Nemesis on page 26 of this issue, but the game is going to be so huge that we just had to show it again. A surprise announcement (we assumed Dino Crisis would be the replacement for Resident Evil in '99), we can't even express how excited we are that we get two awesome "Survival Horror" games from Capcom in one year. As one would expect, large crowds gathered around Capcom's booth just to get a chance to play the short demo they had running at the show.

To recap the story, you play as Jill Valentine, S.T.A.R.S. team member and survivor from the first Resident Evil. The events of part three take place just hours before the horrors of RE2. In Nemesis, Jill finds herself trapped in Raccoon City, and chronicles her struggle to escape from the zombie-filled streets. Along the way, you'll encounter and get to play as Carlos Oliveira, a young South American mercenary, who must find a way to cure Jill from turning into one of the living dead.

From what we've seen of the game, the graphics look even more vibrant and detailed than the last. Capcom has added some new features as well, such as the ability to dodge enemy's attacks, improved monster AI, and deeper interactive backgrounds. The countdown for RE3 has officially begun!

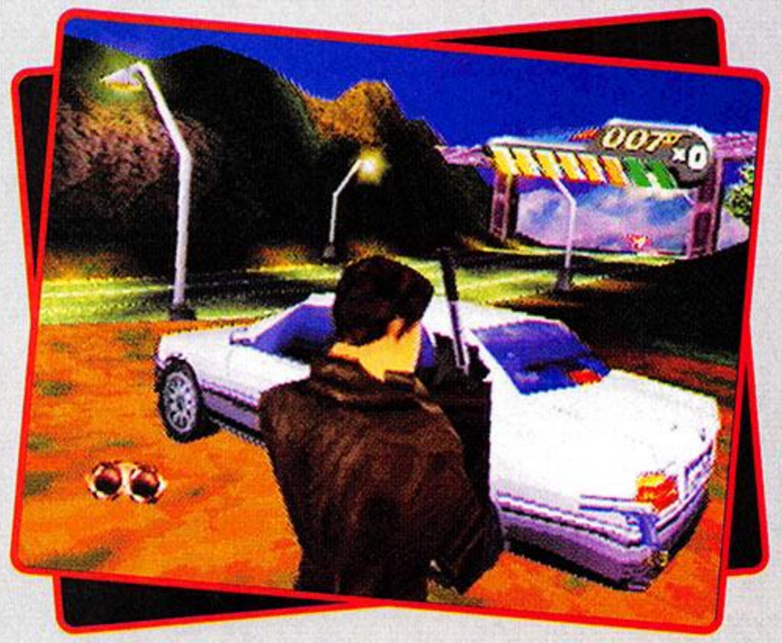
ea's

TOMORROW NEVER DIES

july

We know, we know... we've been talking about this game forever. But, it seems that there might be a good reason for the prolonged dialogue. We were able to spend a little bit of time with the game's development team (Black Ops/MGM) at the show and were impressed with how much they have been able to do with the project.

Tomorrow Never Dies looked really good. The emphasis has been taken away from the multiple engine — driving, skiing and underwater action — and has evolved into a great looking, third-person action affair, with the driving-type elements now being additive to the gaming experience. Black Ops, have been diligently working away on TND since the last E3, and it looks like they are going to actually hit the streets in August. Our impressions from the show were good. The game has a great look, the 3D engine is fast and smooth, and the gameplay appears to be going in the right direction. Of course, it also has Bond as the main character and the great music (done by Tommy T). It also is going to be compared to Syphon Filter, Metal Gear Solid and Goldeneye, three of the greatest games of all-time. EA, MGM and Black Ops know this. Are they up to the challenge? We'll (hopefully) be able to let you know next month.



activision's

TOY STORY 2

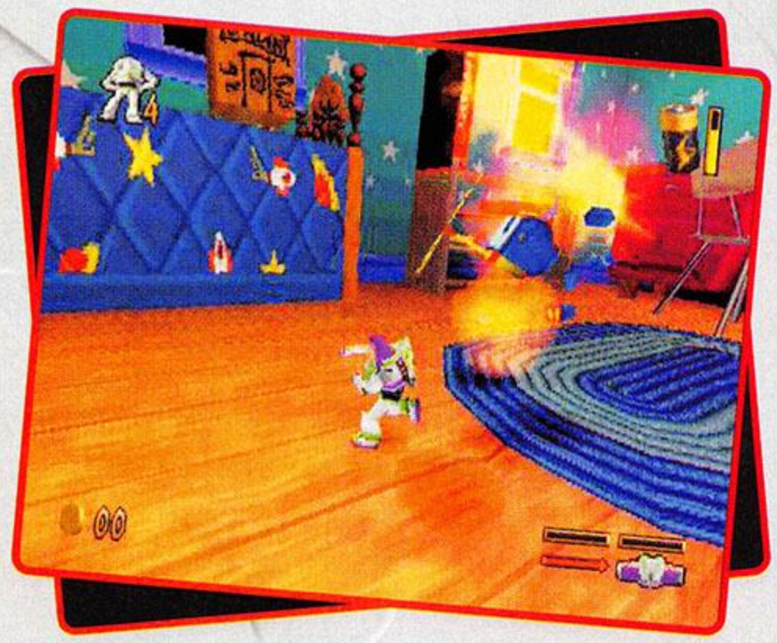
november

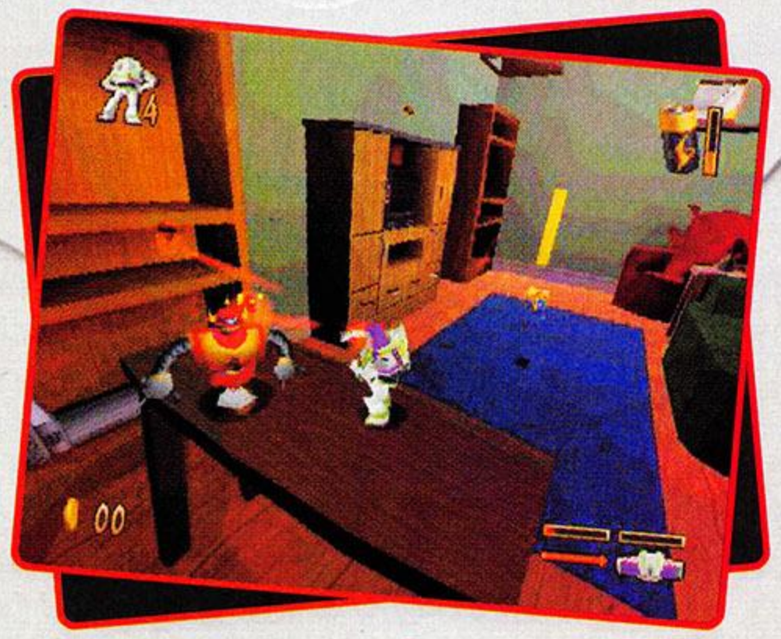
A great surprise at the show, Activision really scored when they nabbed the Toy Story 2 license from Disney Interactive. The game is scheduled for release at the same time as the movie, hitting theaters this Holiday Season.

Based on the upcoming sequel to the hit animated film, Toy Story 2 will follow the adventures of Buzz Lightyear, in a perilous quest to save Woody from an over-zealous toy collector. The game is presented in a 3D, go-anywhere environment and follows Buzz around with a third-person camera. We were able to play Toy Story 2 at the show and we think Activision has a hit on their hands.

In the game, players must navigate through seven action-packed worlds, filled with dangerous obstacles, environmental challenges and unique enemies. The gameplay seems to be consistent with the great 16-bit game that appeared both on Genesis and SNES a few years back, and the new 3D engine is bright and colorful, with very detailed character graphics. It also shows a great sense of proportion and scale in representing the size of the world from a Toy's-eye view. You can expect the PlayStation version of the game to offer cut scenes, voices and the soundtrack taken directly from the movie.

We hope to have more information on Toy Story 2 in the next couple of issues of PSExtreme. And, come November, Activision will be sending Buzz Lightyear to the rescue!





EXpecting E3

sony's

UM JAMMER LAMMY

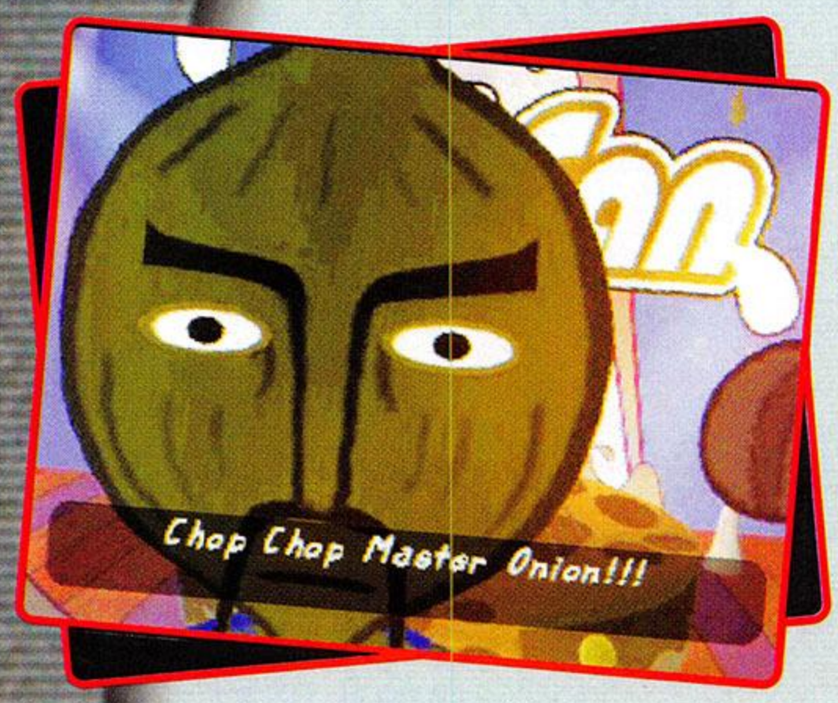
august

The original Parappa the Rapper captivated just about anyone who played it. To say it was a unique and original game is an understatement. While it didn't exactly hit mass market status, the game enjoyed success at retail and, thus, Um Jammer Lammy (the sequel) was spawned.

Because E3 runs at a decibel of 11, it was, unfortunately, hard to hear the great music that this game has. Instead of the hip-hop and rap theme of the first, Lammy opts for a more decisive rock and roll beat. This is due to the fact that the main character, Lammy, plays the guitar. Lammy is a lamb of course, and a not very confident one at that. The only time she feels powerful is when she wields her guitar. Like Parappa, you must go up against a variety of kooky characters in order to progress through the game's levels. The story revolves around getting Lammy to her big gig with her band, Milk Can. It seems she can't get very far without running into someone or some disaster she must overcome. Luckily, Lammy has the ability (thanks to the teaching of Chop Chop Master Onion) to imagine everyday objects as musical instruments and can play her way out of trouble.

While the game is a bit harder than the first, the developers have added some cool features, such as two player head-to-head and cooperative play, dual shock vibration and the not-so-secret ability to play the game a second time through as Parappa.

Lammy is a game that can be thoroughly enjoyed by both men and women and, with its brand of off-kilter humor, unique visual style and catchy music, should be an instant hit.



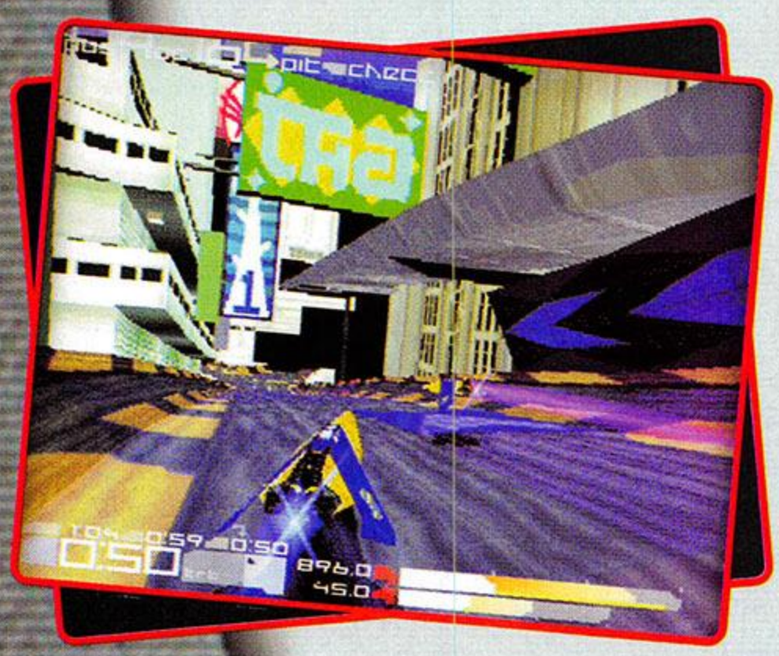
psygnosis'

WIPEOUT 3

september

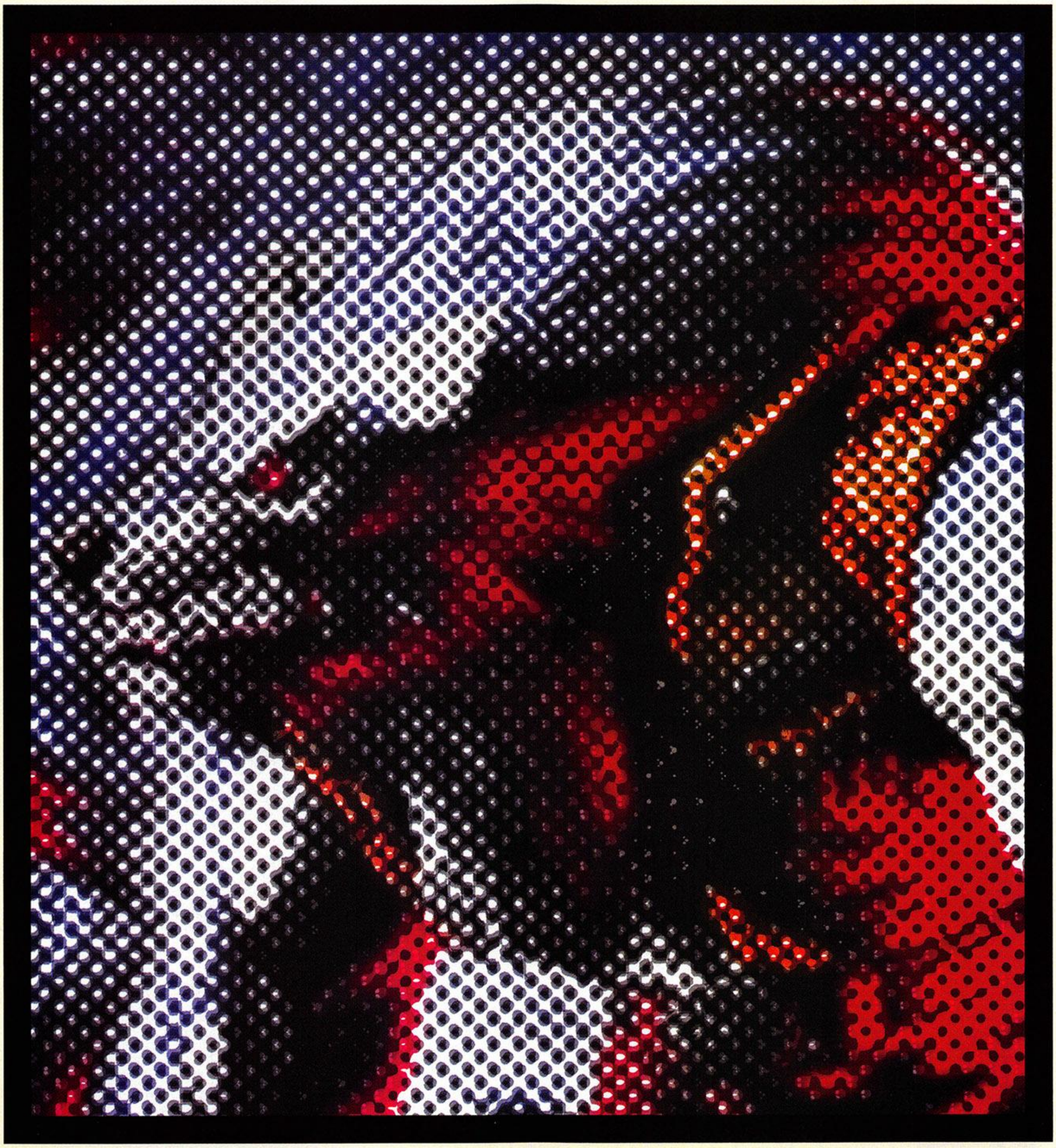
Psygnosis typically occupied a rather large space at the show and had some great titles on display, both on the floor and behind closed doors. While only a few got to see the early versions of Destruction Derby 3 and Colony Wars 3, the third Wipeout was proudly and prominently shown for everyone to enjoy.

While, unfortunately, the role of a video game editor at E3 is to try and cram in meetings with over a hundred companies in three days (allowing for only a few minutes time with any given game before it's on to the next), we did make it a point to stay and play Wipeout 3 for as long as we could. Our impressions: the game looked awesome! While still retaining the look and style the series has created, part three showcases new effects, vehicles, improved handling and some brilliant track design. Even at its early state, one of the game's most notable features is that it's running in the PlayStation's high resolution mode with no loss of frame rate. Details on some of the game's other features are still a bit sketchy, we do know that it uses the Dual Shock's vibration and analog control, is being designed in conjunction with Designer's Republic (the team responsible for the series' edgy, futuristic look) and will feature another kewl soundtrack from Europe's top DJ's, techno and electronica bands.



Psychological Test #7— Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



☐ Yes, I see the ballerina. I also happen to wear my pants too tight.

☐ No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. Bloody Roar™ II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)

Fig. (b)

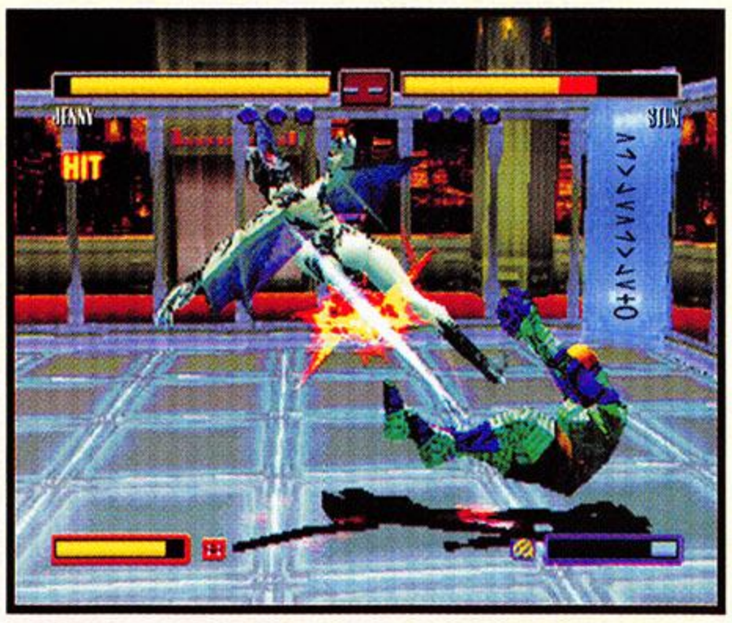


Fig. (c)

PlayStation®

www.playstation.com

TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Bloody Roar is a trademark of HUDSON SOFT. ©1999 HUDSON SOFT. Portions ©1999 EIGHTING/RAISING.

EXrated

REVIEWED BY: **GREG OFF**

GENRE: Action Platform
PUBLISHED BY: Sony
DEVELOPED BY: SCEJ
ORIGIN: Japan
OF CD'S: 1
AVAILABLE: NOW!

Reviewer's name... duh!

Genre, publisher, developer, game's origin and other pertinent information

The PlayStation was a little short on reviewable games this month, with only a smattering of releases. The definite highlight for June and July will be Ape Escape, Sony's innovative and masterful 3D action/platformer (which is only compatible with dual analog controllers). In addition, both Lunar and Warzone promise to provide plenty of hour's worth of entertainment in their respective categories, and Centipede will surely blow off store shelves — even if it is only a mediocre game.

Rest assured, this is just the quiet before the storm, as there are literally hundreds of quality games on the way before the year's end.

GREG

APE ESCAPE — 98% — 58-59
LUNAR: SILVER STORY COMPLETE — 92% — 60-61
WARZONE 2100 — 92% — 62-63
CENTIPEDE — 79% — 64-65

PS Extreme SPORTS

HIGH HEAT BASEBALL — 75% — 66-67
ULTIMATE 8 BALL — 86% — 68-69
HONDA CASTROL SUPERBIKE RACING — 87% — 70-71

Metalurgy: Platinum, Gold, Silver, Bronze and Tin. See page 78 for the complete breakdown

SCORE
PS Extreme PLATINUM
EDITOR'S CHOICE

BOTTOM LINE

If you're in a hurry, look here for a quick summary of the review

The PlayStation has had its share of great 3D platform titles released year life span. Games ies, Spyro the Dragon, evil are some of the able on the system. Ape Escape finds itself somewhere at the top of that list and will surely be remembered as one of the coolest and most unique experiences the PlayStation had to offer. After playing the game extensi (Dave and I are working on the strategy guide), I hav trouble dealing out the coveted "Platinum" award. Get this go

98%

Scores range from 0% - 100%, determining the game's metal ranking

COMPATIBILITY

Compatibility information - including # of players and controller compatibility

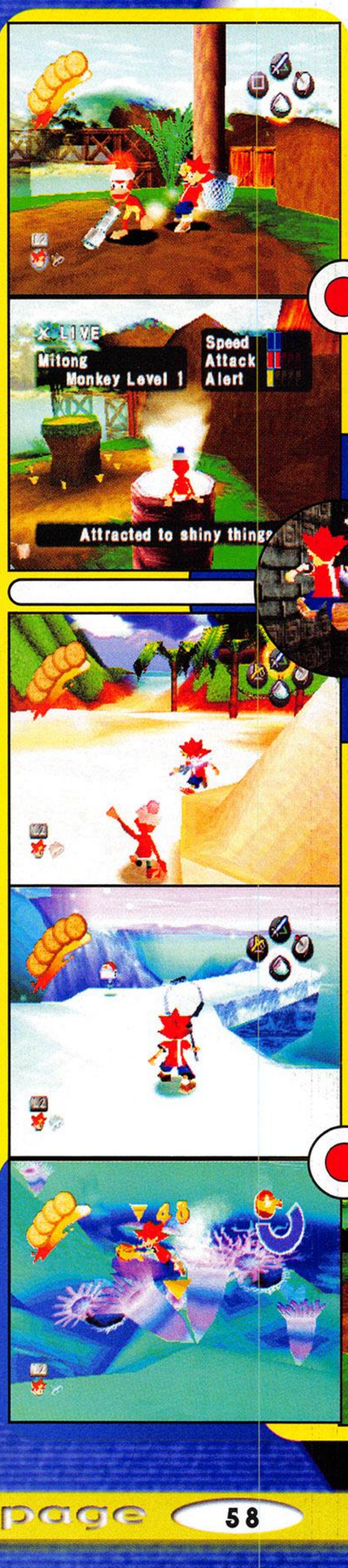
1 Player | Vibration Function Compatible | Analog Control Compatible

REVIEWED BY: **GREG OFF**

ape escape

GENRE:	Action Platform
PUBLISHED BY:	Sony
DEVELOPED BY:	SCEJ
ORIGIN:	Japan
# OF CD'S:	1
AVAILABLE:	NOW!

EVERYONE
E
CONTENT RATED BY ESRB



If you caught the cover feature from last month's issue, you'll remember that I just about gushed over Sony's newest 3D action/platformer, Ape Escape (alright, I DID gush). This game represents a first for the company, as it is the only PlayStation title thus far to take full advantage of the capabilities of the Dual Shock analog controller. Not only does Ape Escape use both of the Dual Shock's analog thumbsticks, but it actually requires you to own the controller, not allowing you to play the game if you don't have one. While this might be a stumbling block for the small number of people who have been reluctant to go out and purchase one, it's definitely a good enough reason to warrant the thirty dollar price tag these gems of controlling goodness go for.

Now, if you didn't read the feature last issue, then you'll probably want to know how the game works. At its core level, Ape Escape is all about capturing monkeys, which is done by utilizing an arsenal of ten unique gadgets. These gadgets range from a lightsaber-style Stun Club and Remote Control Car, to a Sky Flyer that propels you into the air and a Time Net which allows you to nab and capture said monkeys. Up to four gadgets can be assigned to any of the buttons on the front of the controller at any time and then be used via the right thumbstick. For example, to use the Sky Flyer, you just rotate the right thumbstick in a circular motion (like that of a propeller), translating in your character temporarily floating off the ground. This particular gadget will allow you to fly up to certain areas or cross wide open gaps that would be otherwise too high or too far to get across normally. Some of the other gadgets, like the Slingback Shooter, allow you to shoot switches and enemies from a distance, while others, like the RC Car, can be driven into small areas or used to activate switches where you normally couldn't. The cool thing is that, all the while you're utilizing the various gadgets with the right thumbstick, you're moving your character (Spike) with the left. As confusing as it sounds (like chewing bubble gum while walking), it just comes off naturally. I'll touch more on the game's amazing control in just a bit.

Here's the story: Specter, a cute but devious white monkey, escapes from his cage at the zoo and somehow gets his hands on the Professor's (your friend) Peak Point Helmet. This helmet has the ability to enhance the intelligence of its wearer right off the charts. The problem is, in the wrong hands, it can cause quite a bit of trouble and even be dangerous. It seems that Specter's newfound

intelligence has convinced him that he and his fellow simians should be the new rulers of the world. To set in motion his fiendish plans, he hijacks the Prof's time machine and transports himself and his minions back in time to create some major chaos. Thankfully, you come along to witness this happening. As Spike, a fearless young boy, it's up to you (along with the Professor's gadgets) to head back through time, capture all of the monkeys and, ultimately, save the world.

In order for you to track down all of the errant monkeys on every level, you're going to have to use plenty of skill and ingenuity, along with those gadgets. Thankfully, Spike has quite a repertoire of moves at his disposal, which include running, walking, crawling, double jumping, swimming, grappling and even the ability to play dead. Each of these moves are completely necessary and add a lot of depth to the game. There will be more than a few times where you will have to crawl on your belly and sneak up to an unwitting monkey from behind in order to capture it. It's this kind of cool game play and creativity that makes Ape Escape such a winner. Not wanting to stop there, the developers also included some cool vehicles which also make use of the dual thumbsticks. One level has you riding on a raft, where you manipulate both oars by rowing with the sticks, and another has you driving a tank, which controls like the old Atari coin-op, Assault.

Ape Escape's 3D graphic engine is almost without peer. The game is bursting with vibrant colors (looking a lot like something you would play on an N64) and each level, for the most part, is comprised of multiple areas that quickly load from one to the next. While some might find the game's technicolor look and decidedly anime-style characters not their thing, all it will take is a few seconds behind the controls, experiencing the great game play mechanics, and I guarantee that you too will capture ape fever.

There are 25 levels in total, spanning eight different worlds/environments. These start from the Jurassic period and go well into the future. In addition to capturing a set number of monkeys on each level and ultimately taking down Specter, there are a number of extra goodies and secrets to uncover. In each level, there are a finite number of hidden Specter coins to find. Get enough of these coins and you'll start to open up Ape Escape's three mini-games, which are all very cool in their own right. In addition, there are actually more monkeys on each level than you are required to capture, making it necessary to go back in later with the new gadgets you've acquired to get them. It's rumored that there is a special, tenth gadget that you will get once you've beaten the game.

BOTTOM LINE

The PlayStation has had its share of great 3D action/platform titles released over its five year life span. Games like the Crash series, Spyro the Dragon, Croc, Gex and Medievil are some of the coolest and most memorable on the system. Ape Escape will no doubt find itself somewhere at the top of that list and will surely be remembered as one of the coolest and most unique experiences the PlayStation had to offer. After playing the game extensively (Dave and I are working on the strategy guide), I have no trouble dealing out the coveted "Platinum" award. Get this game!

COMPATIBILITY

1 Player

Vibration Function Compatible

Analog Control Compatible

SCORE:

PS Extreme PLATINUM X EDITOR'S CHOICE

98%

REVIEWED BY:
ADAM PAVLACKA

LUNAR: SILVER STAR STORY COMPLETE

GENRE:	Role Playing Game
PUBLISHED BY:	Working Designs
DEVELOPED BY:	Game Arts
ORIGIN:	Japan
# OF CD'S:	2
AVAILABLE:	NOW!

TEEN
T
CONTENT RATED BY ESRB

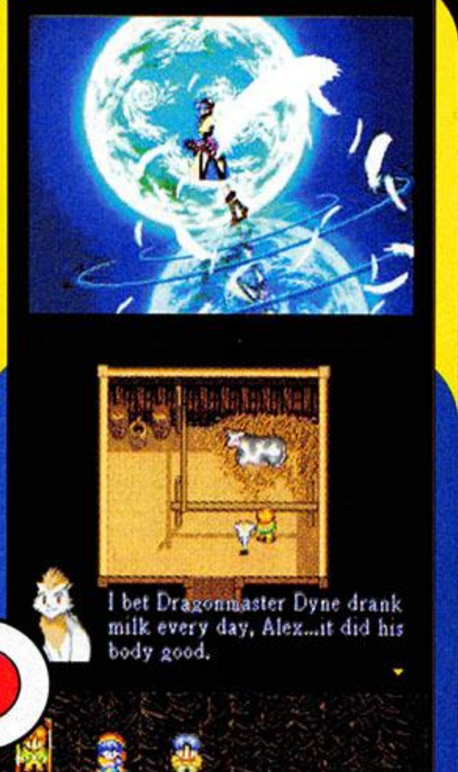
Working Designs may be known as the slowest publishers of RPGs in the business (they didn't have the honor of releasing the last game for the Saturn because they loved the system), as well as one of the most controversial (just check out the Sony newsgroups and you're bound to find Vic Ireland — one of the company's founders — waxing on about his opinions on the industry), but they are also well loved among their fan base. There is no doubt that legions of Working Designs fans have been waiting for Lunar's release since it was first announced. Maybe it is because of Lunar's story, maybe it has something to do with the extras that Working Designs is packing in with the retail package, maybe they're fans of Zach Meston (one of our long, lost contributing editors who is currently doing the American localization, as well as injecting his wacky sense of humor into their games). Or maybe they're all fans of the original Sega CD version and would love to see an old favorite on the PlayStation.

Wait a sec... Did he just say Sega CD? Yep. Lunar: Silver Star Story was originally published on the Sega CD way back when — and you thought nothing decent was released for that system. Indeed there were a few shining examples of gaming glory on the Sega CD and, in my opinion, Lunar was one of them. In fact, the original Lunar game has such a following that used copies of the Sega CD version can still fetch the original retail price. Who would have thought?

Lunar: Silver Star Story Complete is sort of like a "Director's Cut" of Lunar: Silver Star Story. The core story follows the same general plot as the original, but it has been updated slightly in order to keep things flowing and give PlayStation owners who might have played it before a fresh take on the game.

For those of you who never had the (dis)pleasure of owning a Sega CD system, here's the scoop on Lunar. The game follows the story of a young boy named Alex, who is on a quest to become a Dragonmaster like his hero, Dyne. Accompanying Alex on his quest is a beautiful girl named Luna. Luna, who was taken in by Alex's parents as a young child with no memory, has an amazing voice with magical powers. Although neither Alex nor Luna will admit it early on, both have an interest in each other that goes beyond simple friendship.

Without spoiling the plot, I will say this: The story is extremely well done and is what keeps fans coming back for more. Working Designs did a great job of translating the story and keeping the dialogue



entertaining. While some may complain about Zach's style of humor, it was appropriate, if not amusing, when it was used.

The world of Lunar is presented to the player via a classic, top-down RPG style, reminiscent of the 16-bit era. There are no fancy 3D texture-mapped polygons and no tremendous battle animations with fancy pyrotechnics. Instead, the game uses an anime style with traditional and colorful, super-deformed characters to draw players in. Over 45 minutes of anime cut scenes are interspersed throughout the story to help bring the game to life. The cut-scenes are excellent, especially some of the later ones. In terms of quality, they rival any major anime film to come out of Japan.

Gameplay in Lunar focuses primarily on exploration and combat. The game is good about telling you where you should be headed and what you should be doing. As a result, there is little aimless wandering to frustrate players. The combat engine is completely 2D, and there is severely limited animation (it is about as complex as a Speed Racer cartoon), but it handles nicely.

I have to applaud Working Designs, along with Game Arts, for adding some nice touches to the game and not just doing a quick and dirty port. You'll find some cool extra features, such as the ability to use the analog thumbstick for controlling your on-screen characters, the liberal use of the Dual Shock vibration feature, and the ability to save your game at any point — in dungeons as well as outside. I should also point out that the game loads quite quickly, keeping your attention on the story and not your surroundings.

Combat in the game can be handled in a few different ways. Once a battle ensues, you are given a few options on how you want to handle the fight. One of the best parts of the combat engine is the option to allow the A.I. to take over decisions during a battle. Like any RPG, you have complete control over each fight. If, however, you find entering commands tedious, or if you don't think you are skilled at battle, you can have the computer fight your battles for you. The computer has a pretty decent success ratio against evenly matched opponents, but you shouldn't become too reliant on the A.I. option — it doesn't always win.

The music within Lunar is simply beautiful. The character of Luna is supposed to be an excellent singer and she is. Luna sings a few melodies during the game which were wonderful. Even the opening song (and this has been a bone of contention among fans of the Japanese version) is quite good. There is also a lot of spoken dialogue within the game that moves the story along. For the most part, the voice actors are good. When playing through the game the characters are believable, you aren't going to wince every time someone opens up their mouth.

BOTTOM LINE

If you're already a Lunar fan awaiting the release of this game, you don't need me to tell you to buy it. You've most likely got it sitting in your hot little hands right now. For everyone else out there, however, go buy this game. Lunar: Silver Star Story Complete is one of the best RPGs around. If you're even remotely interested in the genre, you'll have loads of fun. This is a great way to waste time until Final Fantasy VIII is released later this year.

COMPATIBILITY

1 Player | Vibration Function Compatible | Analog Control Compatible

SCORE:

PS Extreme GOLD X EDITOR'S CHOICE

92%

REVIEWED BY:
DILLION MERZ

WARZONE 2100

GENRE:	Strategy/Simulation
PUBLISHED BY:	Eidos
DEVELOPED BY:	Pumpkin Studios
ORIGIN:	Europe
# OF CD'S:	1
AVAILABLE:	NOW!

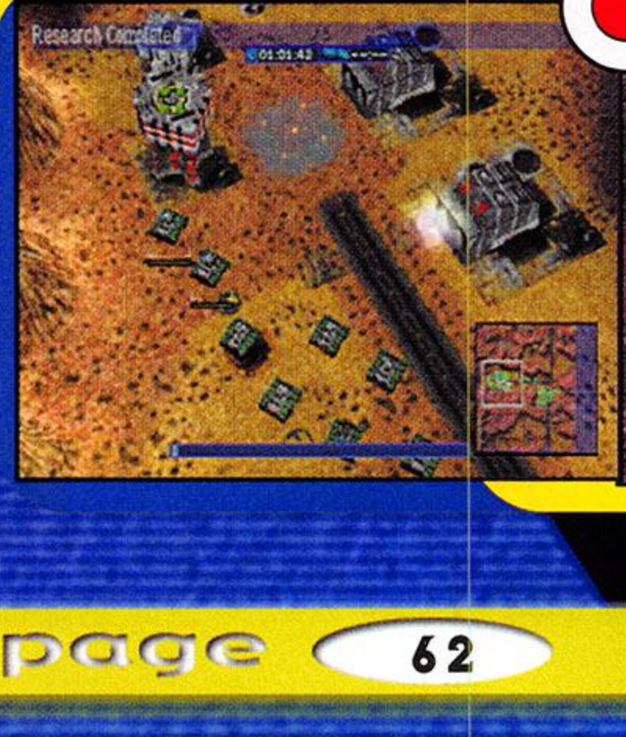
TEEN
T
CONTENT RATED BY ESRB

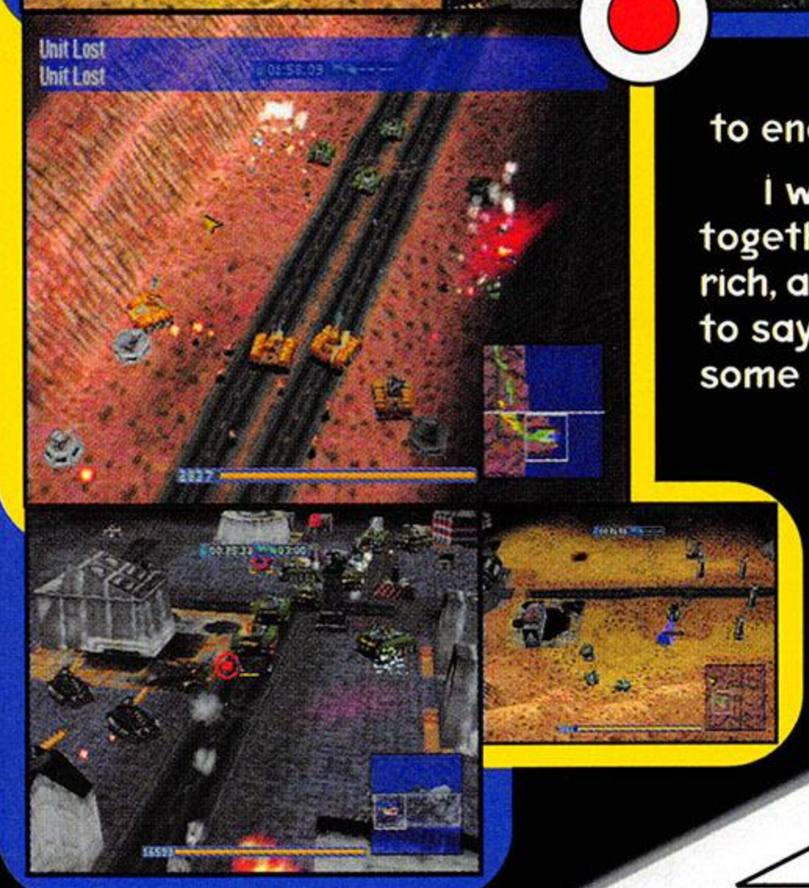
As we all know, our world is a scary place. Not only are there nuclear bombs, devastating plagues, and discord among nations but, as any X-Phile will tell you, there are massive government conspiracies. Maybe i'm paranoid, but Eidos' Warzone 2100 spews forth from just such a plot.

Warzone 2100 (fondly referred to as simply Warzone from here on in) takes place in none other than the year 2100. A defense agency technical error has led to nuclear holocaust, only a handful of people survived and, now, the project to restore the world has begun. But, is there more to it? Could finding the reason behind the nuclear bombardment possibly bring about peace? The truth is out there.

As you can imagine, unity is not easy to come by. Hundreds of fractions have formed in the western United States and it is up to you, as commander of Team Alpha, to find the technologies to rebuild civilization. Naturally, Warzone was released first for the PC, so the basic set-up is much like that of any RTS (Real Time Strategy game). You have the basic assortment of vehicles, ground troops (cyborgs), buildings and weaponry. Warzone features the amazingly simple, yet elegant, point-and-click interface with both mouse and full Dual Shock support. In an effort to get you used to the game's menus and control scheme, Pumpkin Studios (the game's developers) have implemented a great training level and tutorial which explains the basics. It took me just about 23 minutes to get through it, and it does a good job in putting you in the mindset to take part in the post-apocalyptic rebuilding of the human race.

Here is my newly patented "real quick" overview: three separate campaigns with different terrains, each with around six to ten missions taking around 45 minutes to an hour to complete — they range from building up your bases to collecting artifacts to causing utter destruction. There are 30-plus structures to build and lots of little FMV's and mission briefings to move the story along. The basic camera perspective is a top down view. However, Pumpkin has given us the ability to zoom in and out and rotate it. As if that wasn't cool enough, you can also pan down to a driving camera and control a single unit from a sweet behind-the-bumper angle. This option really brings out the action elements of the game and shows off a particularly well-done 3D graphics engine. The only problem i found with the game, graphically, was some slow down when i had about 20-plus units on screen.





One of the nice features in Warzone is a design mode which lets you research different artifacts. As you acquire more technologies, you go into an assembly-type menu that lets you piece together vehicles according to body type, propulsion system and weapons. There is no limit to the amount of mix-and-match combinations you can create. Once designed, manufacturing begins and resource management comes into play. The units, for the most part, follow the orders that you give them. I found the artificial intellgence to be fairly sound as well. However, with three different skill settings, you can definitely find one that offers up a nice challenge.

Early objectives include finding oil and setting up your base. Each campaign scenario utilizes your home base. This means that, once you set it up, you continue to use it and build onto it throughout each level. The same goes for your units, which increase levels as they rack up kills. For the environmentally friendly, they can also be sent back for recycling and upgrading, while still retaining their experience levels.

Something else that makes Warzone so cool is the way the missions play out. Once you've explored the map and built up your base, the next scenario will open up a huge new section of the map that you didn't have access to before. So, making sure that you build your base soundly, maintain a good defense, and keep up your units' health are all key to successfully completing the multiple mission objectives.

My few gripes come from the control. Like I assume many of you will, I was using the standard Dual Shock. For basic movements and groupings the analog is ok but, if you are trying to just nudge over an inch or two, the sensitivity just isn't there. This provides for frustration when building defense structures and trying to select individual units. On a positive note, the menus are not too harsh to navigate through. Lastly, is the reaction time, which can feel like a lifetime. There were times where I would pull up a menu and it would take a full two seconds before I could start scrolling through it. I don't think this would necessarily be a problem but, for an RTS, Warzone is extremely fast-paced with lots of action, so you get in this "go-go-go" mentality that makes slow menus painful to endure.

I would go as far as to call the soundtrack a nicely put together "musical score." And, why not? It's ambient, rich, and not at all taxing on the ears. I'd even venture to say it rivals many of the musical scores of some of Hollywood's feature films.

BOTTOM LINE

It is nice to be able to sit down and enjoy an RTS on the PlayStation, that much is for sure. Granted, this is one of the lesser populated genres on the PSX, but Warzone still shines. Better control would have given it a higher score but, still, if you are an RTS fan, you will surely have fun and get your money's worth.

COMPATIBILITY

1 Player | Vibration Function Compatible | Analog Control Compatible | Mouse Compatible

SCORE:

PS Extreme GOLD X EDITOR'S CHOICE

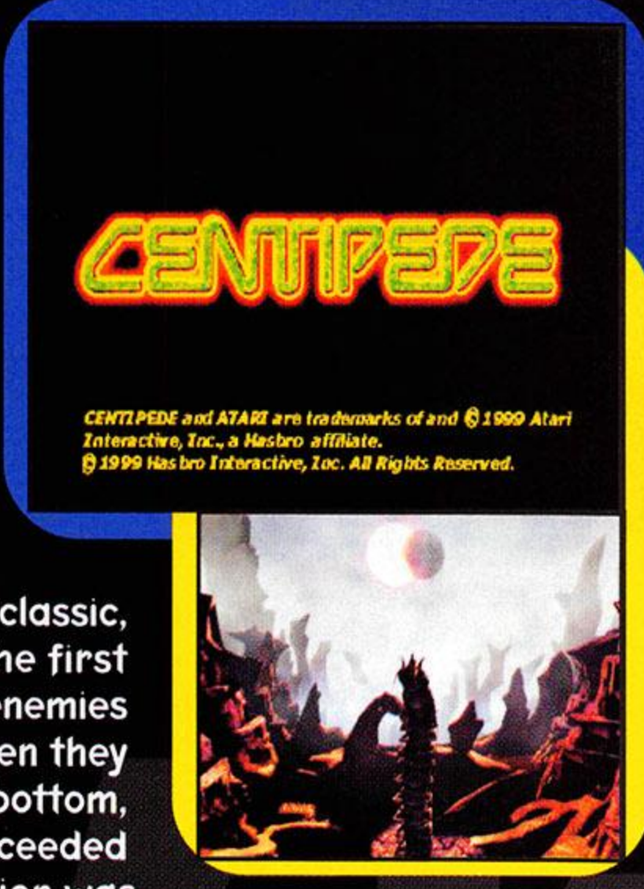
92%

REVIEWED BY:
MARK ANDROVICH

CENTIPEDE

GENRE:	Arcade 3D shooter
PUBLISHED BY:	Hasbro
DEVELOPED BY:	Realsports
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	NOW!

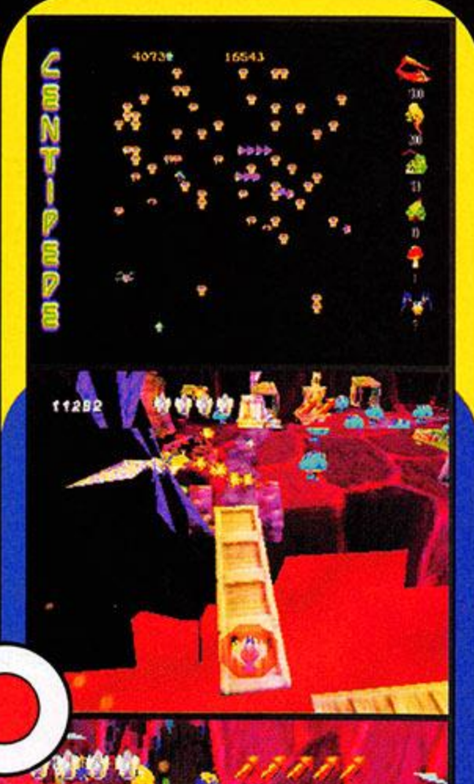
EVERYONE
E
CONTENT RATED BY ESRB



Atari's Centipede was one of my favorite arcade games growing up. It is one of the few coin-ops I plan to purchase for my personal game room. (Which reminds me — if you have a cocktail version for sale at a reasonable price, let me know. For that matter, if you have a game room for sale let me know). The silky-smooth trackball control and the relentless gameplay addicted a lot of players back in 1981.

Following in the footsteps of Frogger, Hasbro has updated the game for the 1990's. Whenever I review a remake of a classic, I consider the elements that made the original a hit in the first place. Centipede's uniqueness came from the way that the enemies moved on the screen — centipedes dropped down a level when they hit a mushroom, fleas fell from the top of the screen to the bottom, and spiders entered from the left or right side and proceeded to move about wildly. Your shooter's range of motion was limited to the bottom third of the screen, but you could move in all directions rather than just horizontally, as in earlier shooting games. As you destroyed the centipedes, the screen filled up with mushrooms which affected the paths of later enemies. The game continued to throw more and more enemies at you, increasing the speed in the process, until it was humanly impossible to continue.

As you can see, the elements which made the original Centipede a classic were all a function of the playfield. Therein lies the problem. Now that the game is in three dimensions, your shooter has an unlimited range of motion and the pattern of enemies no longer matters (since you can change your position relative to them). The result is a game which now plays more like Robotron:2084, an arena shooter which was one of Centipede's contemporaries. This doesn't mean that the game can't be fun to play, but it does mean that it has lost what made the original coin-op successful. The spider is no longer the threat it used to be, for example, and the centipede itself is far too easy to dispose of. The game also no longer seems to move at a relentless pace.

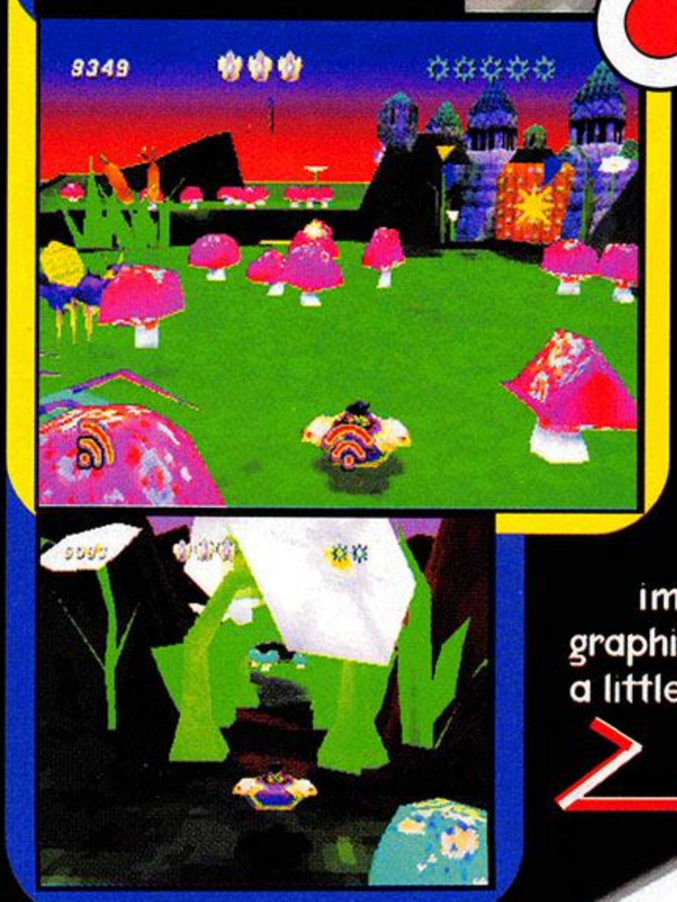


To compensate for the change from 2D to 3D, the designers have added some new elements. There are now aerial enemies to contend with, such as dragonflies, mosquitoes and "enforcer" flies. In order to defeat these new opponents, you can collect special weapons power-ups, such as rockets and missiles, as well as flame throwers and throwing stars which destroy ground-based enemies. Combat takes place in four different environments with five or six levels in each world. Not only do you have to defeat the bugs in order to reach the next level, but you must protect buildings and equipment and rescue the tiny

inhabitants who live in each environment (by simply running over them). The landscapes, made up of simple shaded polygons, are quite colorful. The tiny villages, windmills, caves, glaciers, lava pools, waterfalls, fauna and flora (which is which?) give the game a quaint feel to it. Unfortunately, the techno soundtrack doesn't fit the game's whimsical atmosphere at all.

The main problem with a 3D version of Centipede is — what else? — the game's camera angles. You are given three third-person viewpoints to play the game in: far overhead, closer overhead, and read-my-license-plate close. The problem is that none of these angles works just right. The far overhead view is best for allowing you to see enemies all around, but the graphical detail is lost. It is also harder to navigate moving platforms which must be used to reach various areas in the levels. The inhabitants and weapons power-ups also become minuscule to the point of near invisibility. The closer two views give you nicer graphic details but, as the game has no radar to speak of, you are unable to see enemies above or behind you. It is also harder to safely navigate the landscape. Most of the worlds are surrounded by lava or water pools which take your life if you fall into them. Finally, in the closest viewpoints the camera zooms in and out to avoid getting stuck behind obstacles and the problem of clipping arises. While you can compensate for these deficiencies by continuously cycling through the views, depending on whether you are fighting or traveling along paths, how much fun is that?

I did appreciate the ability to go back to any level already completed to try and improve upon your performance. Statistics for each level show the number of people and/or equipment saved as well as your high score. This adds to the retro feel of the game, as the original Centipede was all about earning the highest score. Speaking of the coin-op, I was pleased to see that the arcade version included on the disk now looks like the original, although it doesn't quite play as fast or as smooth. If you are looking for an arcade-perfect version of Centipede, check out Arcade's Greatest Hits: Atari Volume One which also features five other classics. Perhaps only die-hard Centipede fans will notice the differences, but aren't they a large part of the market for this game?



Although the PC version of Centipede was released last fall, the PlayStation version had been delayed. This is rarely a good sign — most of the time a delayed game ends up being a salvage job (i.e. Apocalypse) or else it fails to impress as much as it did during its preview stages (i.e. Blasto). Fortunately, it seems as though the designers used the extra time to wisely make the arcade mode look and play more like the original and to also polish up the adventure mode. While they dropped the unplayable first-person viewpoint, the remaining viewpoints are not perfect either. They also dropped the radar, which makes no sense to me, and didn't improve upon the graphics, which still look a little rough.

BOTTOM LINE

Without the playfield restrictions which determined the paths of enemies and made the original a classic, the result is a game which no longer feels very much like its namesake. The inclusion of a facsimile of the coin-op is notable, but frustrating camera angles, clipping, and some blocky graphics in the adventure mode prevent me from recommending it wholeheartedly. I enjoyed it despite its flaws, but I happen to be more interested in retrogaming than most people. I think that the rest of you will find Centipede to be only a moderately enjoyable shooter.

COMPATIBILITY

1or2 Players | Vibration Function Compatible | Analog Control Compatible

SCORE:

BRONZE

X

79%

REVIEWED BY:
ERIC WINDING

HIGH HEAT BASEBALL 2000

GENRE:	Baseball
PUBLISHED BY:	3DO
DEVELOPED BY:	Team .366
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	NOW

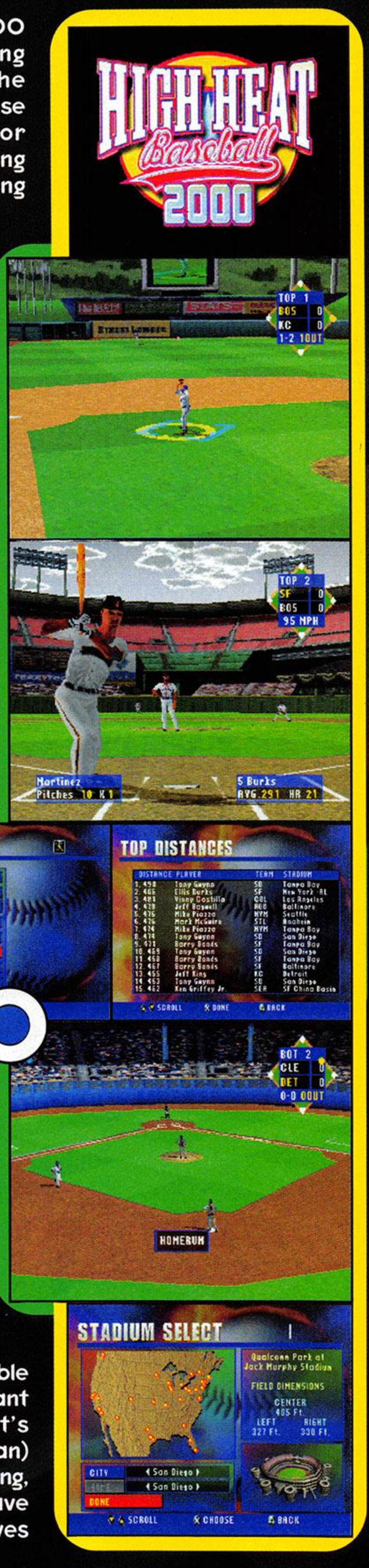
EVERYONE
E
CONTENT RATED BY ESRB

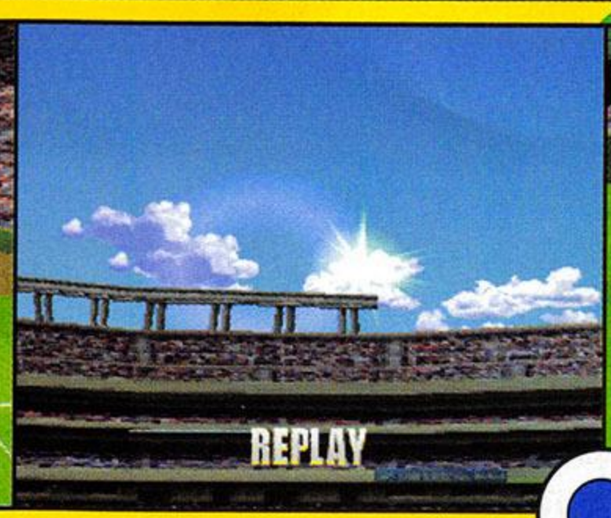
The 3DO company is getting ready to jump into the sports market with the release of High Heat Baseball 2000. For those of you that have been following the sports section of your favorite gaming mag (uh, that would be PSExtreme, for those of you not with the picture), then you already are aware of this title. And, if you're a baseball fan, then you've probably already picked up a copy of one of the baseball games already on the market. So, what does 3DO and developer Team .366 (the lifetime batting average of someone, I'm just too lazy to look it up) have packed into their CD to make you want to check it out? Read on, Garth, and find out!

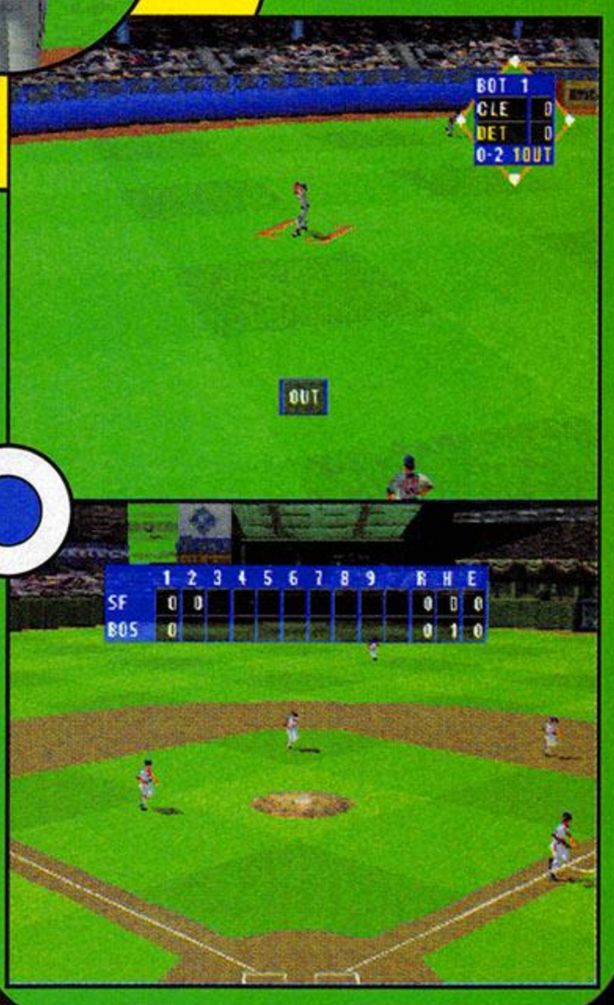
Well, I'll cut right to the chase and tell you now — the Home Run Derby is the best reason I can find to boot up a game of High Heat. Pick 1-4 players, the number of pitches (10,15, or 20), a stadium, and then have at it. The batting mechanism employed is that of the timing method, so all it takes is a quick tap of the X button, and you'll soon be launching dingers to and fro! What makes this version of the Home Run Derby different than all of the others out there is that there is a point system involved. You get 500 points for each homer, plus a point per foot of the distance of the HR or fair ball. For example, hit a 440 tater (exactly how many different ways can you say "Home Run"?), and you'll be rewarded with 940 points (500 + 440). If you hit a warning track fly ball of 350 feet, then you get 350 points tacked onto your score. Miss a pitch and you get donut, and foul balls also result in a goose egg.

So, you've got two ways to get points (with one being much better than the other) and two ways to nada (how many ways can you say 'nothing'?), keeping things nice and symmetrical (just the way I like 'em). I've tried out every stadium, and 3DO has done a decent job with their ball park renditions. Not as nice looking as MLB, but on par with the others. High Heat even has a couple of the parks that won't open up until next year (San Francisco, Houston, Seattle), and it was pretty cool launching dingers into the San Francisco Bay, let me tell you!

However, just like with every other baseball game available for the PlayStation, High Heat doesn't do anything significant with the homer — it just sails over the fence and then it's gone. I'm still waiting to see a ball land in a street (or ocean) or smack off of a light standard, complete with lights bursting, a la The Natural! THAT would be cool! High Heat does have an instant replay that comes on after every HR, that gives



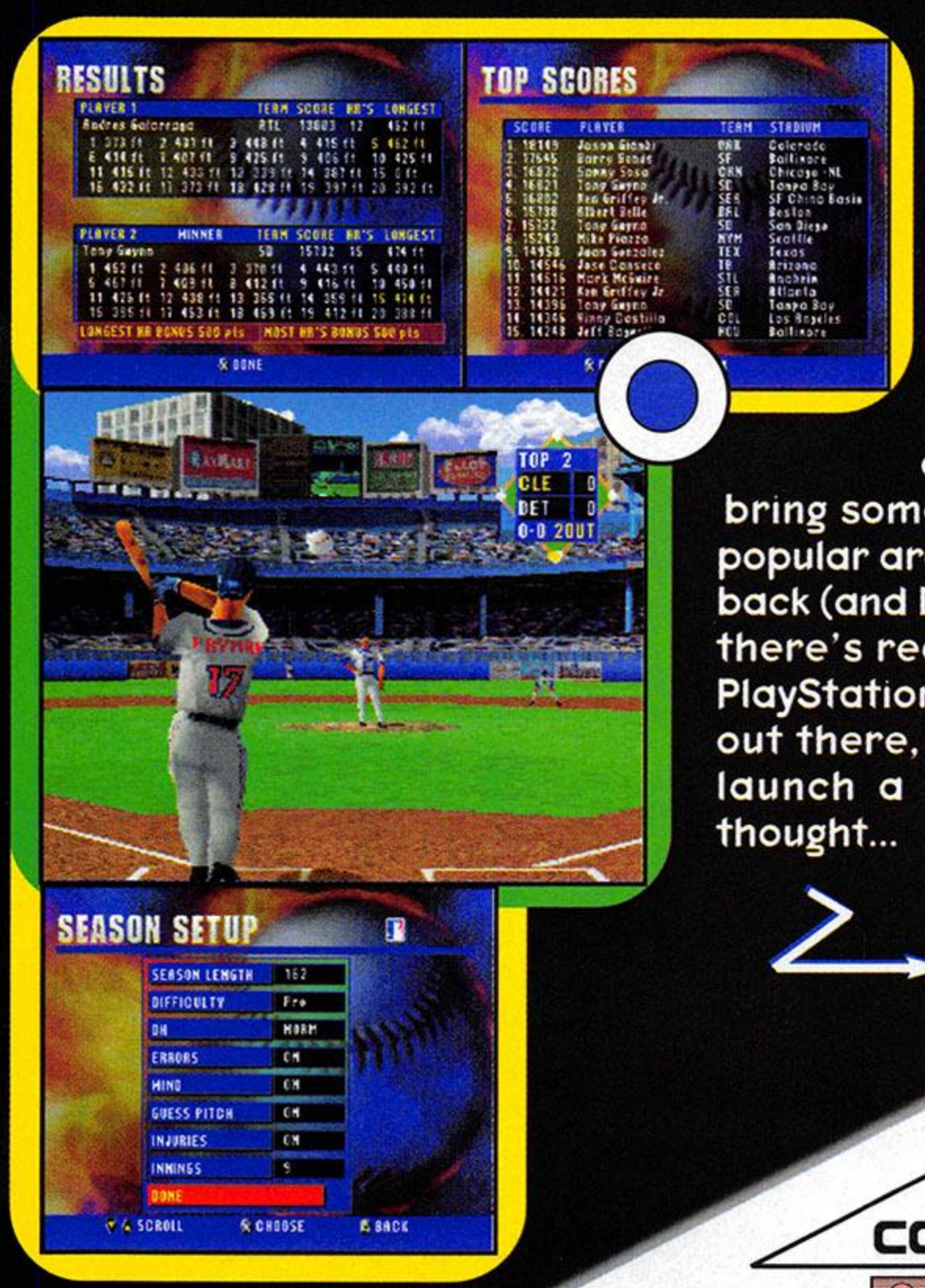




a different view of the flight of the ball. However, on some views you can't even see the ball, and on others, it will switch from a close-up view of the ball to a distant one just before the ball comes out of orbit (right where they should be showing it land into a bullpen, pool, or hot dog stand!).

OK, so, what about the actual baseball GAME, you ask? Well, in a nutshell, I'm of the opinion that 3DO started off with the right idea, it's just that the end result doesn't live up to the expectations. i think they were going after a quick playing game, with more emphasis on tight player control, and less of an emphasis on 'sim-like' features. Well, they have the lack of features, but the game play isn't as tight as they probably wanted. OK, enough speaking for 3DO, it's not tight enough FOR ME!

First of all, the game play is painfully slow. Ninety percent of the pitchers throw off speed stuff and, when the ball is released, it could probably be outrun by a forty year old fat guy! Sure, the radar gun may say 76 mph, but it's coming in at like 5 mph! Then, the pitcher finally gears up and throws a 'hard' one (85 mph), and you don't have a chance 'cause you're used to the slo-mo thing! The funny thing is, though, that if you blink you may miss a pitch. Seriously, before you can say "Bob's your Uncle", the pitcher has already thrown another pitch. it's absolutely amazing. Should you whiff on all three pitches, your at-bat could last all of a few seconds! Once you do put a ball into play, you'll find that fielding it is a heck of a lot better than it is in Triple Play, but not as smooth as it is in Interplay Sports Baseball 2000. Of course, nobody in High heat has an arm, so you'll always see these painfully slow throws float in from the outfield and, worse yet, should the computer hit one to the third baseman, a floater from him will routinely result in a 'cheap' hit for the computer. It would help if the guy at the hot seat could throw the darn ball!. it would also help if: 1) the players had a 'turbo' button, 'cause watching them jog down a ball into the gap is tough to take and, 2) you could swing for power.



What i have not been able to figure out is why a game company hasn't tried to do a baseball version of "NFL Blitz" or "NBA Jam". I've got to imagine that it's tough trying to be the FOURTH baseball sim on the market, and that your game is targeting a very limited audience. Why not go the arcade route, make an over-the-top baseball came, and bring something new to the consumer? i know SNK had a very popular arcade game with Super Baseball 2020 a few years back (and EA brought it home to the Sega Genesis), but there's really been nothing like it since, and the PlayStation, what with the 40 million owners out there, should be the ideal place to launch a game like that. Just a thought...

BOTTOM LINE

The bottom line is that High Heat Baseball 2000 is an example of bringing a product to market before it's ready, and a game that didn't get to spend enough time in the 'focus group' testing center. Or, on the other hand, maybe it's an example of a vision of baseball that I just don't understand. Either way, it's a tame experience, and one that won't make me stop playing MLB or Baseball 2000 anytime soon.

COMPATIBILITY

1or2 Players | Vibration Function Compatible | Analog Control Compatible

SCORE: BRONZE X

76%

REVIEWED BY:
MARK ANDROVICH

ULTIMATE 8 BALL

GENRE:	Billards
PUBLISHED BY:	THQ
DEVELOPED BY:	Mirage
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	NOW

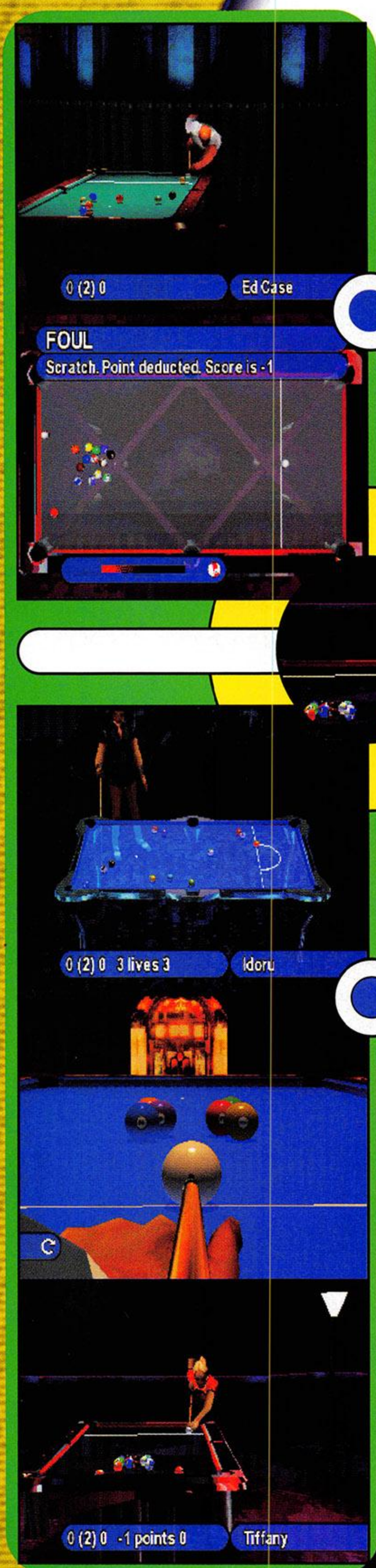
EVERYONE
E
CONTENT RATED BY ESRB

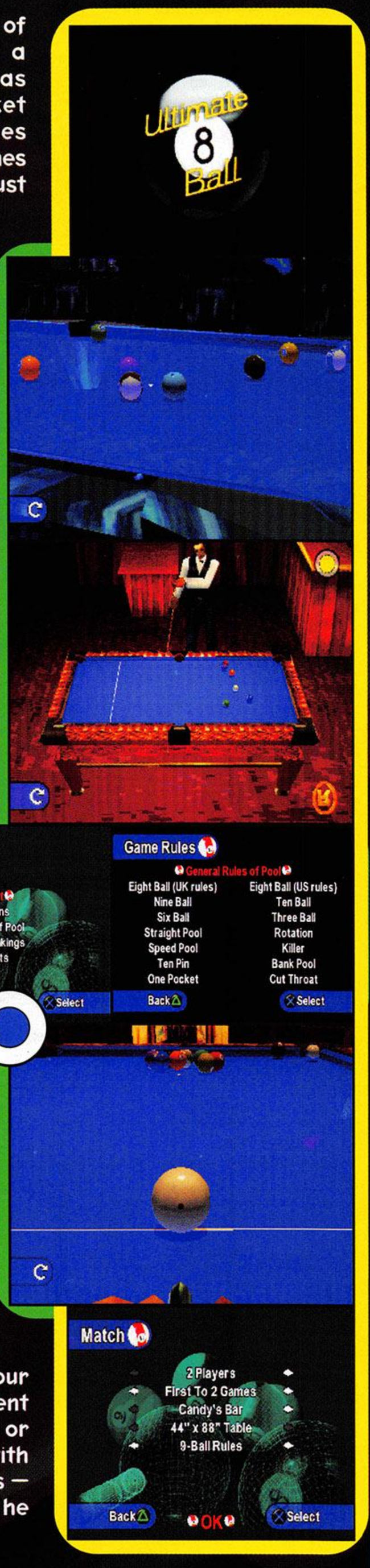
An old rule of thumb is that a videogame system has achieved significant market penetration whenever companies start releasing billiards and fishing games for it. If this is the case, the PlayStation must be one of the most popular systems ever as there are three pool games currently on the market (with a fourth one still available in the bargain bins). And that's not even considering the fishing games!

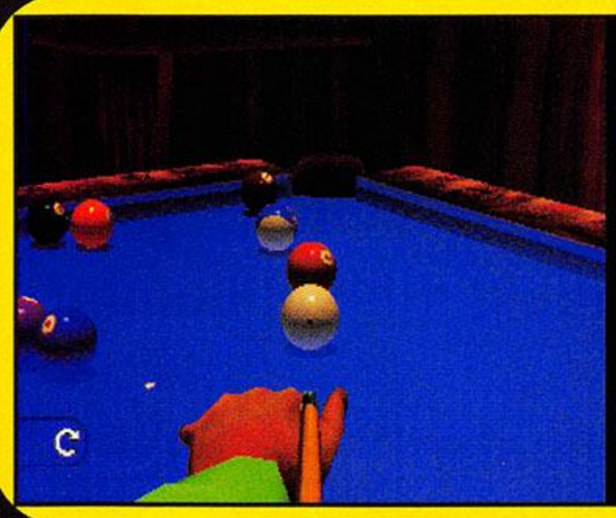
As I mentioned in my recent reviews of Pool Hustler and Backstreet Billiards, the PlayStation is perfectly capable of accurately portraying pool table physics and most programming teams seem to be able to get it right. The choice of billiards games therefore comes down to the "bells and whistles" — those elements and options which might not be vital to gameplay but which differ from one game to the next.

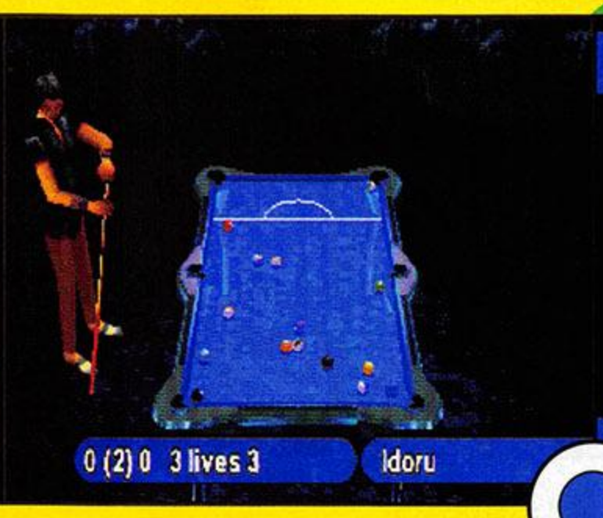
Ultimate 8 Ball's "hook" is that it features polygonal characters. No more disembodied pool cues spinning around the table — your character's hand and arm are visible, as are the entire bodies of 18 different opponents whom you can play against. Unfortunately, this is not all it is cracked up to be. Your hand and cue frequently block your view of the cue ball. It is quite frustrating to attempt to add English without being able to see the spot at which the cue will make contact, and it is difficult to fine tune the angle of your shots when you cannot see the cue ball, either. Switching to the overhead mode helps a little, but you cannot zoom in and out (enough) and it's tough to hit the ball in this viewpoint.

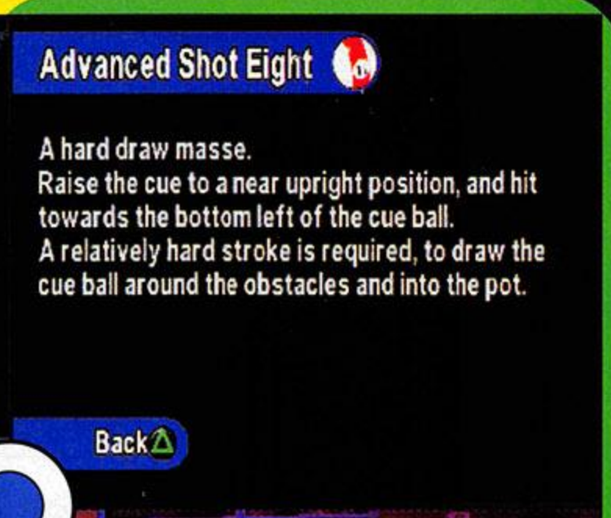
As for the polygonal opponents, playing against them would have been far more interesting if they interacted with you. Unlike competing pool games, there is no story mode and neither is there any wagering. Your opponents therefore do not make comments and you cannot speak to (or heckle) them. Still, there is something to be said for watching a "person" making a shot against you. On the other hand, the characters are blocky looking and aren't that exciting to watch. They pretty much just makes shots or chalk their cues. For all the talk of shooting pool against "babes," none of the female characters have the attributes of, say, a Lara Croft. Neither the men nor the women do any celebrating after a victory or a tough shot and, when it is your turn, they disappear altogether. Although the designers went to the trouble of depicting players, you cannot select hair or skin color, sex, or clothing colors. Instead, you are stuck with a nondescript male wearing a vest and bow tie with jeans — attire that would be sure to get him beat up if the locales he was playing in were real.







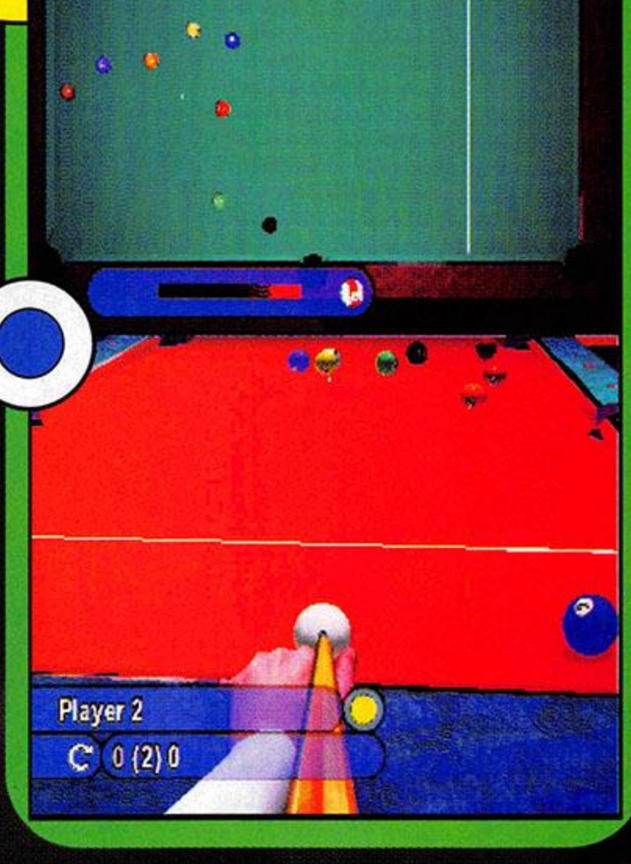


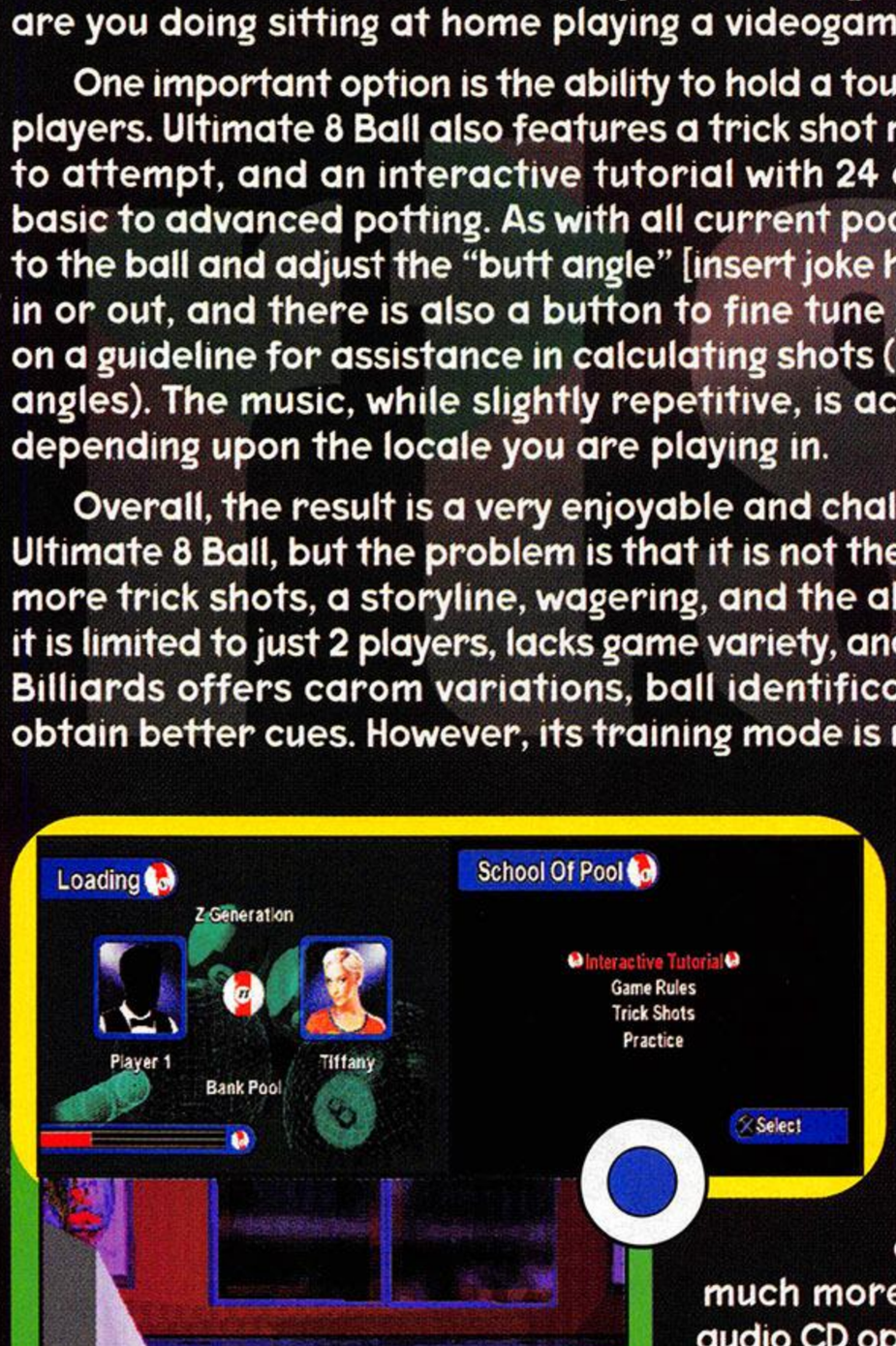


Since the polygonal players aren't much of an improvement, what else does Ultimate 8 Ball have to offer? There are 14 game variations (including bowlliards, cutthroat, and continuous) but no carom tables. There are 10 different environments and 15 unique tables, including different shapes and surfaces. Since the balls react differently on each surface, you've got to adjust your style of play accordingly. Finally, there are 17 CPU opponents with varied levels of expertise. Beating them all apparently earns you an audience with the Devil himself. That's right — a chance to see Scratch scratch! The problem is that most of these characters, tables, and locales are unavailable at the beginning of the game and the CPU AI is so good that only the best players will be able to unlock them. And, if you are that great of a billiards player, what are you doing sitting at home playing a videogame anyway?

One important option is the ability to hold a tournament with up to 16 human players. Ultimate 8 Ball also features a trick shot mode, albeit with only 8 tricks to attempt, and an interactive tutorial with 24 different shots ranging from basic to advanced potting. As with all current pool games, you can apply English to the ball and adjust the "butt angle" [insert joke here]. The camera can be zoomed in or out, and there is also a button to fine tune your aim. In addition, you can turn on a guideline for assistance in calculating shots (although it does not show any resultant angles). The music, while slightly repetitive, is actually pretty decent and changes in style depending upon the locale you are playing in.

Overall, the result is a very enjoyable and challenging pool game. You can't go wrong with Ultimate 8 Ball, but the problem is that it is not the only game in town. Pool Hustler features more trick shots, a storyline, wagering, and the ability to set up and save shots. However, it is limited to just 2 players, lacks game variety, and is not as impressive visually. Backstreet Billiards offers carom variations, ball identification, a power meter, and the ability to obtain better cues. However, its training mode is not as lengthy, it has fewer trick shots, not as much table variety, and no analog support. Neither of the competing games have polygonal players nor the ability for up to 16 players to compete, though. In the end, it simply comes down to which options you prefer.





Personally, I've still got to give the nod to Backstreet Billiards for a number of reasons. First, the camera is more responsive. Second, the storyline adds some interest and the environments are much nicer to look at. Third, the meters are much more helpful — as is the cue ball guideline. Fourth, it has an audio CD option so I can hear my own music. Finally, it is somewhat easier. Don't get me wrong — I enjoy a challenge, but if I wanted my opponents to run the table on me I would play pool more often in "real life." Ultimate 8 Ball has much tougher opponents and less of an "arcade" feel than Backstreet Billiards does.

BOTTOM LINE

While Ultimate 8 Ball is a very good billiards game, it lacks some of the options of its competition. The main draw — the polygonal opponents — just aren't that interesting. It will definitely provide a challenge, however, and you can't go wrong with this game if you are looking for a solid billiards title. I'd recommend renting all three and deciding which bests suit your personal taste.

COMPATIBILITY

1-16 Players | Vibration Function Compatible | Analog Control Compatible

SCORE:

SILVER X

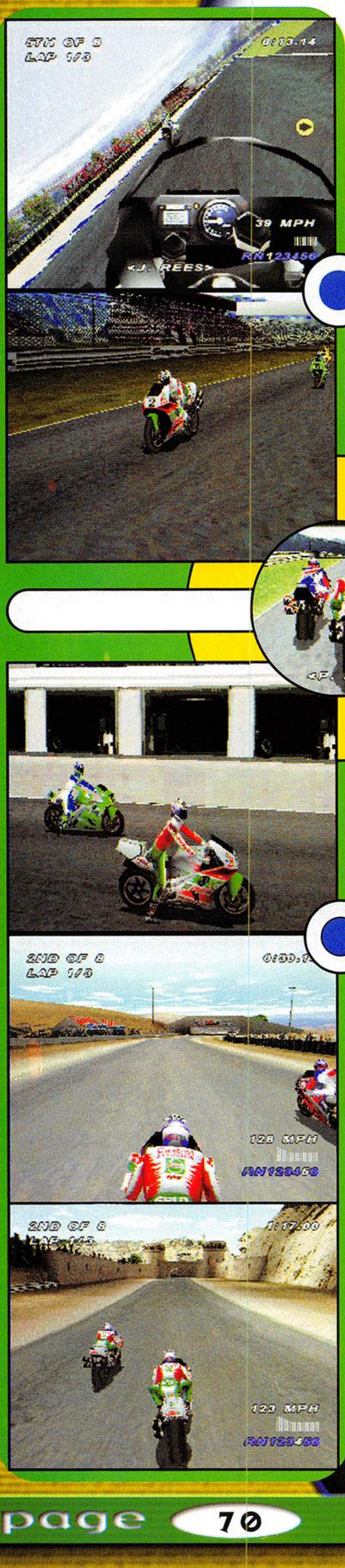
86%

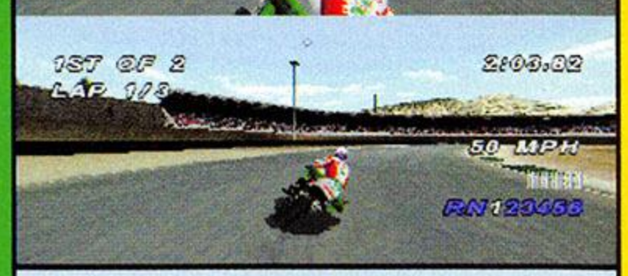
REVIEWED BY:
ERIC WINDING

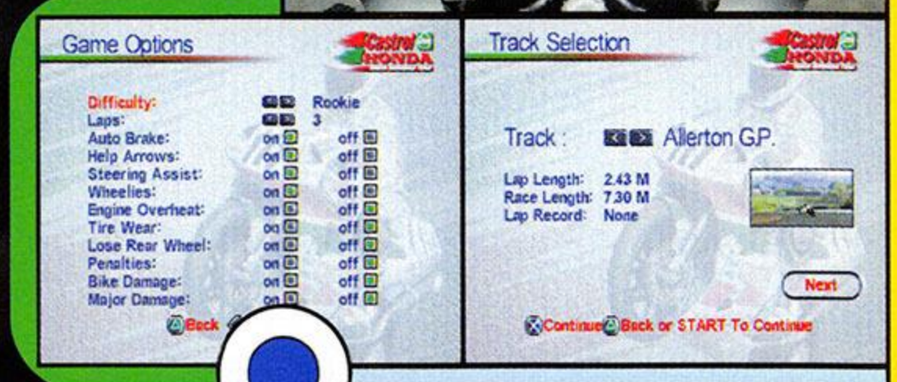
GENRE:	Motorcycle Racing
PUBLISHED BY:	Electronic Arts
DEVELOPED BY:	Interactive Entertainment
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	NOW

CASTROL HONDA SUPERBIKE RACING

EVERYONE
E
CONTENT RATED BY ESRB





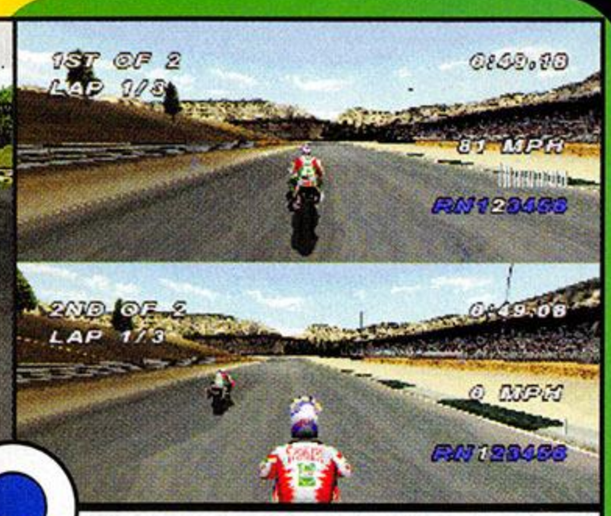


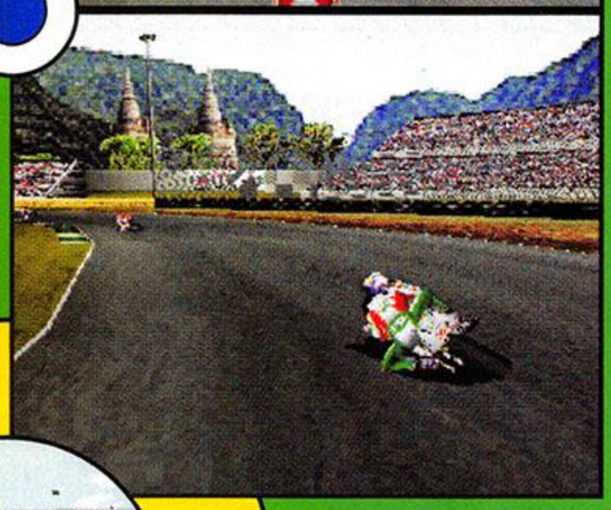
Correct me if I'm wrong (and those of you with sharp eyes and email skills usually do), but I don't think there has been a motorbike racing sim available for the PlayStation. Sure, there's been plenty of off-road and arcade style motorcycle race games (EA's own Moto Racer series comes to mind), but I'm pretty certain that Castrol Honda Superbike Racing is the first "F1 sim" type of two wheel racing for the system. Wow — it only took four years and five hundred games before it occurred, but it's here! Electronic Arts is no stranger to racing games, that's for sure, but this is the first racing game that EA has published from developer Interactive Entertainment. And, by my account, it's a pretty good collaboration for the two companies, as Castrol Honda Superbike Racing (man, if that's not a mouthful — from this point on it's just CHSR, pronounced 'cheeser') is a solid, if not spectacular, title.

If any of you have a bad feeling in your memory from playing EA's latest racing game (Sports Car GT), then you'll be glad to note that these games share nothing but the publisher's name! CHSR is a good looking game, although it won't be confused with any of the more dazzling racing games available (Need for Speed, Gran Tourismo, etc.).

There are 14 different tracks to race on, and they all represent 'real life' race tracks. Most of the tracks have distinguishing features and characteristics that separate them from the others, and you'll never think, "Geez, this looks just like the last track I raced". On the other hand, there's nothing revolutionary about the graphics, either, and you may feel that CHSR has an older than expected look to it. Interactive Entertainment could have remedied this a little by giving the bike and rider some more polys, thus making the foreground image more interesting. After all, there is only ONE bike to choose from!

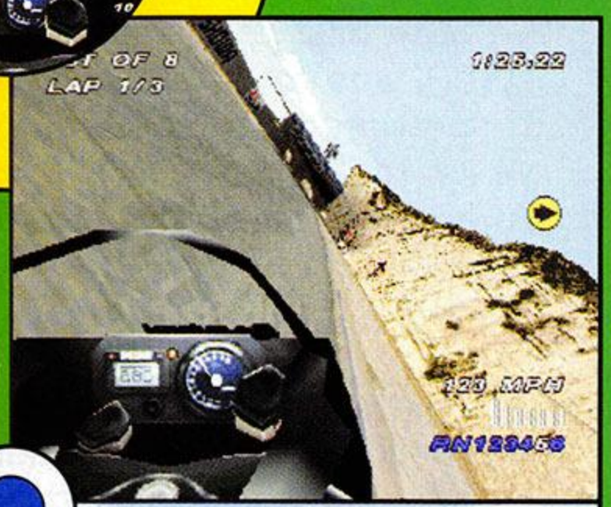
As far as options are concerned, this is where CHSR really shines. Basically, you can make this any type of game you want. If you're a total gearhead and into the 'real' thing (see this month's editorial for more on that), then you can race a full race (which will take a real, real, real long time!), with damage on, tire wear on, the possibility of losing the rear tire if you take a turn to fast, engine overheating on, steering assist off, and even more selections. Shoot, there's even a penalties on/off option, where you can get charged for speeding



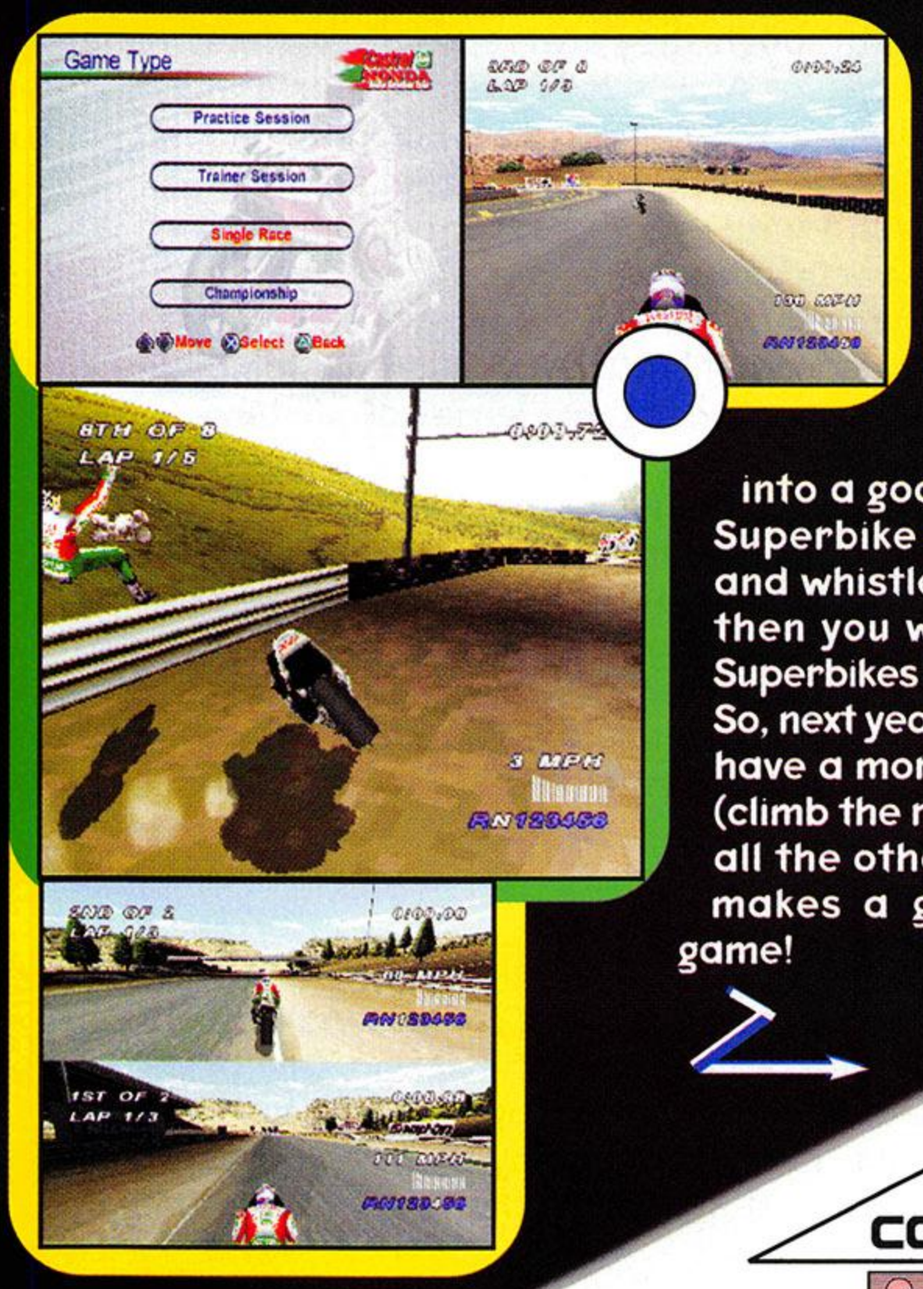


in the pit, or jumping the green light. There are six difficulty settings in CHSR, and what they basically do is divide all of the different options and settings and turn them on/off. By the time you reach the 'Ace' difficulty level, there will be pretty much no options for you to select! Of course, with all of the choices to manage, EA has really allowed the gamer to decide if they want to play CHSR as an arcade experience or as a simulation experience. For me, the sim mode works best because, as an arcade game, you need more over-the-top kind of elements and distractions (and let's not forget speed) than you'll find in CHSR, but you can certainly decide for yourself!

Once you have finally figured out how you want to play CHSR, you should have a good time playing it. The bike (there's only one to choose from, kinda like playing Porsche Challenge — remember that one?) handles nicely, and I found it easy to guide using both the d-pad and the analog controller. The analog is a little more taxing because you use the right analog stick for gas, but you have to let off of the stick and hit an icon button to brake, thus making the transition between acceleration and braking a little rough. I would have preferred to be able to use the R1 (the L1 acts a a look-behind camera) button for braking, and putting the 'change camera view' option down to one of the icons. After all, it's not like you're changing camera angles every other lap! Speaking of camera angles, there are four to choose from, including a first person view which is just out of control! Try using that angle, and cornering at 140 mph — it's like you're looking at the world sideways one second, then leaning back up 45 degrees for a couple of seconds, then slamming your face back down to the pavement for another big corner! It's pretty amazing to play in that view for awhile, but I don't think too many people could do it for an entire race!



Castrol Honda Superbike Racing (just in case you forgot what it's called) has a pretty limited number of actual gameplay options, not like the big four wheel racing games out there. You can compete in a single race, a season, practice (on any of the tracks), and a 'Trainer' session (another biker dude rides ahead of you, showing you the best line to race the course). There's no upgrading your bike, or buying any new parts to soup up your ride — it's all kept very neat and clean. However, to further add to the simulation element, you can tweak your bike in various performance categories before each race. Certainly, Electronic Arts knows what needs to go into a good racing game, and we're hoping that Castrol Honda Superbike Racing gets a chance at a sequel. If all the bells and whistles of Need For Speed were put into this title, then you would have a racing game that fans of Superbikes and racing in general would really like. So, next year, we want to buy different bikes, have a more interesting season mode (climb the ranks, so to speak), and all the other cool stuff that makes a great racing game!



BOTTOM LINE

The bottom line, the final say, the last word (yada yada yada), is that Castrol Honda Superbike Racing could be a whole lot of fun if you're into this type of racing. I certainly can't claim to be, but I do enjoy a good racing game, and CHSR also qualifies as one of those! So, while it may not be for everyone (like an arcade game would be), if you like racing games you should definitely pick a copy up at the rental store. And, if you know who Colin Edwards is (Team Castrol Honda rider), then you HAVE to have this game.

COMPATIBILITY

1or2 Players | Vibration Function Compatible | Analog Control Compatible

SCORE:

SILVER X

87%

MARK ANDROVICH AND ERIC WINDING PRESENT:

Take me out to the BALL GAME

Our ongoing series which looks at the progression of notable games in each genre on the PlayStation. This month we will cover some of the major professional sports in our "Sports Games – Part I" feature. Look for Part II (covering hockey, golf, soccer, and more) in the August issue of PSExtreme.

Since sports are, by their very nature, competitive, they are perfectly suited for videogames. Initially, technology hindered the production of sports videogames since it was impossible to portray the correct number of players, the physics of ball movement and the various playing fields. Early sports videogames were therefore quite rudimentary versions of their real-life counterparts.

The first commercially successful videogame, Pong (1972), was said to be a representation of table tennis. It spawned dozens of competing machines – many of which took their names from tennis, soccer, or hockey. Although, games such as Ramtek's Soccer (1973) and Brunswick's Astro – Hockey (1974) sound like sporting contests, they were actually just Pong variants.

Midway's "TV Basketball" (1974) was also a Pong variant, which was almost nothing like the real game of basketball. Four players used paddle controllers to bounce a square ball into the nets on either side of the screen. Atari's "Basketball" (1979) was the first game to more closely simulate the sport using a rolling ball controller and a trapezoidal court.

This rolling trackball controller was first seen in Atari's "Football" (1978). In this game, players picked from 8 different plays and marched their "X's" or "O's" down the field by rapidly spinning the large black ball. Atari also utilized this rolling controller in its videogame version of our national pastime, "Baseball" (1979).

A more realistic version of hockey didn't appear in the arcades until well into the life of videogames. Sente's "Hat Trick," a one-on-one contest complete with Zamboni, was released in 1984. By that time, technology had improved to the point that sports games were able to offer multiple players, more plays and longer playing time. As such, they no longer fit into the arcade business scheme which relied upon games with easy learning curves and short playing time. When sports games did appear in the arcades, they were almost always over-the-top contests such as Arch Rivals, Open Ice, NBA Jam, and NFL Blitz.

Sports games were, however, perfectly suited for home systems. Although they started out as primitive arcade translations for Atari's 2600 system, sports games gained prominence with the more capable Mattel Intellivision (the first to obtain licenses from the NFL, NBA, and MLB). It wasn't until many years later, on the Sega Genesis, that sports games developed the almost cult-like following which they still enjoy today. "John Madden Football," first released in 1990, became one of the best-known and best-selling videogame series of all-time.

With the release of the PlayStation in 1995, developers had the tools to bring their sports games into true three dimensions. Sprites eventually gave way to polygons, and more advanced artificial intelligence had to be developed to provide gamers with an adequate challenge. The sports genre remains the most popular, with well over 100 sports titles released for the PlayStation thus far.

BASEBALL: 1996

The PlayStation arrived too late for baseball in 1995, so hardball fans had to wait until the spring. One of the first to arrive was Konami's Bottom of the Ninth, but without a MLB license, no instant replay and poor pitching mechanics, it wasn't quite worth the wait. Accolade's

Hardball 5, a port of the PC game, lacked an MLB license or a 3D camera, but did have Al Michaels doing the play-by-play. As is the series' trademark, the game emphasized statistics over gameplay. Another of the first baseball games available (if not the first), was Bases Loaded '96: Double Header from Jaleco. The game played extremely quick, had decent looking sprite players, no MLB license (although it did have an MLBPA license), and only 8 ballparks to play in. It also featured non-stop organ music playing catchy tunes like "If You're Happy and You Know It", and "When the Saints Come Marching In". Odd, but not a bad first title, although it turned out to be Jaleco's only baseball title for the system.

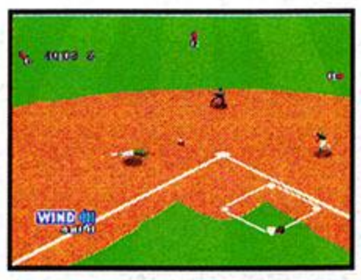
EA's Triple Play '97 was much more impressive, with 3D modeled stadiums and a fantastic play by play, although the sprite animation was a bit rough. Acclaim's Frank Thomas Big Hurt Baseball may have looked good, but the camera angles made fielding difficult. No instant replay, a piecemeal play-by-play and little or no control over hitting made this a title to avoid.

Sony's maiden baseball title, MLB Pennant Race, was delayed from Spring until the late Fall. It looked and sounded impressive, with options such as a home run derby and an impressive statistic database. However, the game suffered from long load times, somewhat slow play and weaker pitching and hitting mechanics.

1997

More publishers than ever jumped on the baseball bandwagon this year. Crystal Dynamics released 3D Baseball, which utilized crisp polygonal players and stadiums in high resolution. The game was pure arcade action however, and lacked an MLB license. Interplay's VR Baseball '97, in development for two years, finally saw the light of day. It had great player animation and control, a home run derby and realistic pitching physics, but questionable AI. Virgin released Grand Slam Baseball, but the lack of an MLB license, the odd pitching meter system and the sprite characters made it an also-ran.

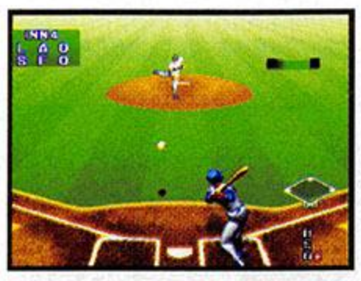
EA also introduced polygonal players into its series with Triple Play '98.


Bottom of the 9th

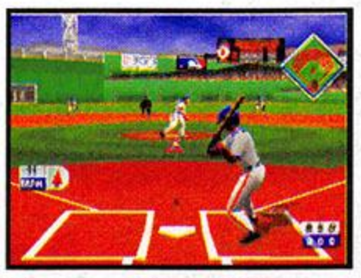
Bottom of the 9th

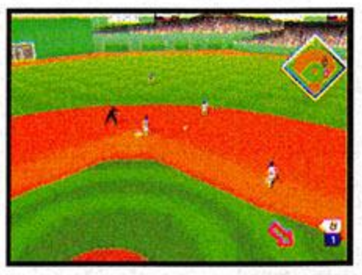
Hardball 5

Hardball 5


Bases Loaded '96

Bases Loaded '96


Triple Play '97


Triple Play '97

VR Baseball '97

All Star Baseball '97

All Star Baseball '97

Triple Play '99

Triple Play '99

VR Baseball '99

VR Baseball '99

Bottom of the 9th 99

Bottom of the 9th 99

MLB 99

Along with an additional play-by-play announcer, the game featured fantastic animation, excellent graphics and abundant statistic tracking. Acclaim also returned with a sequel to Big Hurt Baseball, titled All Star Baseball '97. Whereas other games made the move to polygons, this game still featured digitized batters and no logos, despite the MLB license.

Not to be outdone, both Sony and Konami went to bat again with new installments in their series. MLB '98 dumped sprites for polygons and introduced one of the best pitching and batting icon systems around. Bottom of the Ninth '97 lacked an MLB license and played more on the arcade than simulation side.

1998

Apparently, a lot of publishers realized that they could not release mediocre baseball games in such a crowded market and so the field of contenders dwindled.

As always, EA's Triple Play '99 was a great looking title, but it had its share of gameplay flaws. It was too hard to reach grounders and fly balls, the computer base running wasn't aggressive, and pitchers tired too easily on higher difficulty levels. Interplay's VR Baseball '99 (now caught up with the year numbering system used by everyone else) looked better than the prior year's version, and had a new instant replay feature, but just didn't look as good as the competition.

Konami's Botom of the Ninth '99 still lacked an MLB license, instant replay and player control over special moves. However, the pitching and batting mechanics were still good, and the new scenario mode let you play out 20 different game situations. Sony finally hit a homer with MLB '99. Along with the new Spring Training feature, tons of player animations and Total Control Batting, came excellent play-by-play from the legendary Vin Scully.

1999

The three usual suspects (989 Sports, EA Sports, Interplay Sports) are back this year with their latest revisions. And, the 3DO Company has joined the group with the release of High Heat Baseball 2000 — check out our review of this title in our sports

section! However, much like last year, MLB remains king of the ballyard, with Baseball 2000 (interplay dropped the 'VR' this year) a close second. Triple Play remains a distant third.

MLB '99

FOOTBALL: 1995

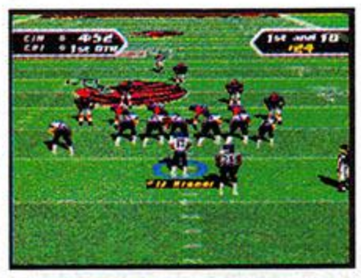
From out of nowhere, Sony's NFL GameDay took everyone by surprise with its 3D environment, massive playbook, special moves and challenging computer AI. It proved to be such a strong competitor that EA pulled Madden '96, leaving GameDay as the first and only pigskin contest this year.

NFL GameDay

1996

Acclaim's NFL Quarterback Club, scheduled for a Spring release, was canceled in favor of NFL Quarterback Club '97. Unfortunately, the game suffered from very slow speed, rough character animation, and the lack of a play-by-play, color, or stadium announcer. Tecmo, the football champ back in the 8-bit days, couldn't make the transition to 32-bit with Tecmo Super Bowl. Although the excellent player management and database features were still present, the animation was rough and the game played slow.

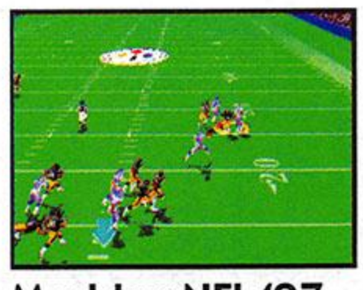
NFL GameDay


NFL Quarterback Club 97

At last, EA released a Madden title for the PlayStation — Madden NFL '97. It featured broadcast-quality presentation with Madden and Summeral joined by James Brown and Jim Tunney, but the player animation was slow and stiff, and the AI was poor.

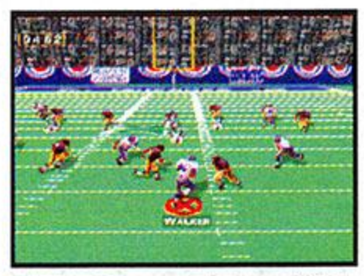
Madden NFL '97

Sony's NFL GameDay '97 had unrivaled player control with the new Total Control Passing. New moves, such as diving tackles and speed bursts were added, the animation ran fast and smooth, and the AI was just as realistic as the prior effort.


Madden NFL '97

1997

Despite the fact that the football market was rapidly becoming a contest between GameDay and Madden, Interplay challenged the big two with Jimmy Johnson VR Football 98. While not a bad game, it had an inadequate playbook, difficult camera angles and still relied upon sprite-based players.


NFL GameDay '97

VR Football '98

VR Football '98

EA's Madden NFL '98 also continued to use sprites. While the passing system and frame rates were improved, and the game still retained its excellent broadcast look and feel, the AI still suffered.

NFL Blitz

Sony's NFL GameDay '98 was the first gridiron game to switch from sprites to polygons. Amazingly, it still played fast and kept the great player control, while adding some new moves and improving upon the already-excellent AI.

1998

While Sony and EA were left to fight alone, a new category emerged — arcade football. NFL Blitz, a translation of Midway's popular arcade game, featured 7 on 7 football with no referees and an emphasis on speed. NFL Xtreme, from Sony, also emphasized offense and special moves with a 5 on 5 contest.

Madden NFL '99 finally made the switch to polygonal players who looked good and no longer moved as if they were skating on ice. AI was also improved with a more aggressive computer, although the frame rate was still a little slow.

NFL GameDay '99

NFL GameDay '99 tried to improve upon the areas it was lacking — namely, presentation. Dick Enberg and Phil Simms were tapped for the play-by-play commentary. The graphics were more colorful and detailed, with between-play camera movement and new player animations.

1999

While football season is not yet upon us, you can be sure (as with death and taxes) that there will be a Madden and a GameDay title competing for your gaming dollar this fall. The over-the-top arcade football contests, NFL Blitz and NFL Xtreme, are also coming out with new editions.

BASKETBALL: 1995

The first basketball game for the PlayStation was Acclaim's translation of their arcade hit NBA Jam: Tournament Edition. Like the coin-op, the game featured over-the-top basketball moves but, with few improvements from year to year, lost the feeling of originality.

1996

While texture-mapped faces added realism to Konami's In The Zone, the game was strictly arcade-style, with no substitutions and every player having the ability to dunk. Crystal Dynamics' Slam N' Jam '96, a game originally on the 3DO, also emphasized arcade action with no NBA

license, but the ability to play as Magic or Kareem. And, even by today's standards, Slam 'n Jam plays well!

EA's NBA Live '96 had, as could be expected, a great variety of options/features. However, the graphics became pixelated and the player animation was pretty rough, not to mention the fact that the players slid and scooted around the floor too much. Sony entered the hardwood category with NBA Shootout. The game looked great and played fast, with excellent passing mechanics, but lacked adequate statistic tracking and provided for too many steals.

The pure arcade hoops category added another title to its roster with Acclaim's NBA Jam Extreme. This time the sprites were dumped in favor of polygonal players and the AI was more consistent (no more last minute speed bursts by the computer). Play-by-play was done by Marv Albert in his pre-biting days.

1997

All of the major publishers returned with sequels to their original basketball games — most of which now featured polygonal players. In The Zone 2 allowed for substitutions, and players no longer acted out of character (i.e., the little guys didn't dunk), but overall, the game was still an arcade-style dunk fest.

EA's NBA Live '97 looked good but played slow, with some questionable AI, such as being granted two freethrows after being fouled during a successful shot. By the end of the year, EA released the next game in the series — NBA Live '98. This time, players could shoot fadeaways and leaners, rebounding was much improved and there was no annoying sliding around. With Verne Lundquist and Ernie Johnson doing the play-by-play, the game was the PlayStation's best basketball simulation.

Sony's NBA Shoot Out '97 added season stats and more realistic individual player attributes, as well as icon passing for quick give and gos. The AI was spotty, however, and the motion-captured animation (by Latrell Spreewell) was the same for all players, regardless of position or size.

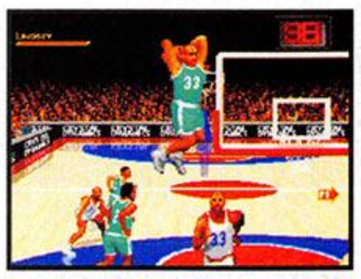
While the NBA Jam series didn't spawn a sequel this year, Midway's NBA Hangtime was a similar 2 on 2 dunk-fest with the same "cheating" AI that allowed the computer to catch up in the final minutes.

NBA In the Zone

NBA Shoot Out '97

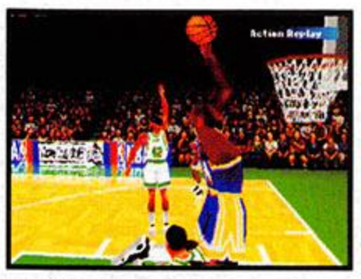
NBA In the Zone

NBA Shoot Out '97


Slam n' Jam '96

NBA Fast Break

Slam n' Jam '96



NBA Fast Break

NBA Live '96

1998

Not just content with its arcade contest, Midway entered the "real" hoops world with NBA Fastbreak. Running in high resolution, the game paid the price with a slower frame rate. Player animations were plentiful, but it was nearly impossible to block shots or grab rebounds.

Konami released In The Zone '98, the third game in the series, which finally featured statistics tracking, but played slower due to improved graphics. The game used the same animations, didn't implement any icon passing system and lacked a decent camera angle.

Having released its basketball game at the end of last year, EA sat this one out. Sony, however, came out with NBA Shootout '98 in the Spring. The graphics looked great, and the game featured thirty different dunks, fancy dribbles, leaners and fadeaways. Unfortunately, the camera angles didn't cut it, and making free throws and blocking shots were too easy.

NBA Live '96

NBA Jam Extreme

NBA Live 99

1999

The NBA lockout brought fans a short season and caused Sony to cancel their NBA Shootout game. EA, however, continued its series with NBA Live '99. The game added new facial expressions on players, an arcade mode with bigger dunks and made the computer a more challenging opponent. At the same time, the key players on each team didn't always shoot the ball, and there were some inconsistent moves with big men going for lay-ups instead of dunks.

NBA Jam Extreme

NBA Live 99

NBA In the Zone 2

NBA In the Zone 99

Undeterred by the Sony vs. EA battle, Konami released In The Zone '99. A three-point and dunk contest were added, but the gameplay was slow and lacking. Shooting percentages were low, the computer would hold the ball for no reason, and computer-controlled teammates failed to assist with offensive rebounding.

Next month — part 2! :-)

probability of u.s. release: **assured**

title. omega boost

publisher: **sony**

non-english text content: **low**

Part of the allure that Japanese anime has always held for me is the amazing stunts that these hundred-foot-tall robots perform. You watch an average episode of Macross (still the best, in my opinion), Gundam or Evangelion and see giant robots spin through the air, dodging and weaving through a hailstorm of missiles and blaster fire, shooting off their own weaponry at waves of incoming enemy ships.

Video games have not really been able to capture this feeling successfully in the past twenty years. There have been some good ones (the recent Japanese Macross games have been quite nice), but most giant robot titles end up being MechWarrior-slow or lacking in the action department. And then there's Omega Boost.

You might have heard of Omega Boost's developers, Polyphony Digital, since their last game did okay here in the States. The game was Gran Turismo, which set the standard for racing games on the PlayStation (and sold well in excess of a million copies). Omega Boost now looks to do the same for anime-inspired action games.

You flip. You spin. You hit your afterburners to zip out of trouble. You fire your laser cannon and shoot auto-targeting missiles. And, you fight lots of really big boss robots. That's essentially Omega Boost in a nutshell, but the game is so much more in terms of playability and fun.

In the gaming press, Omega Boost has been compared to Sega's Panzer Dragoon, one of the few good games for the Saturn, but I find that a bit misleading. Omega Boost is a fully 3D game, not a rail-based shooter like Panzer. You can fly in any direction, and it's much easier to avoid incoming enemy fire. You also feel like you're much more in control of your character, since you're not forced to blindly fly forward, regardless of the situation. Did a huge boss just materialize right in front of you? Turn around and hit your boost to put some distance between you and him before he swats you like a fly.

Of course, since the game is so fast and takes place in an open 3D environment, it's easy to get all turned around and lose sight of your intended targets (especially when they're coming at you from all directions). Polyphony has thoughtfully provided a lock-on button, which will spin you around towards the nearest enemy. This button becomes your best friend after a short while.

The game looks really nice, as well. Lots of explosions and sprays of sparks light up the void, making the normally peaceful reaches of space look more like a Fourth of July fireworks display. The environment, while 3D, doesn't contain any physical objects, which means that the game moves really, really fast (less geometry for the PlayStation processor to worry about). As a result, the objects that do exist in the game are larger and more detailed than we're used to seeing in a PSX title.

CHRIS

title: cyberorg

probability of u.s. release: **possible**

publisher: **square**

non-english text content: **high**

Squaresoft has been known to occasionally miss their target. After all, not every game can be Final Fantasy, right? We've seen less-than-stellar Square titles in the past, including Tobal and Brave Fencer, but the US has been spared much of the really odd titles that Square releases in Japan from time-to-time. CyberOrg is one of those games that will most likely never appear here in the States. And with good reason.

This game is the answer to the question, "Why aren't there any superhero games on the PlayStation?" Judging from this specimen, there aren't any superhero titles because they're hard to make fun. The game has a slightly Western, comic book feel to it, but the character designs fall almost as flat as the game play.

CyberOrg's story is focused on a team of intergalactic butt-kickers who work for a futuristic agency called Space Investigations Bureau. While on a mission to find a missing Ambassador, they suddenly find themselves (and their space ship) being sucked into a strange, Star Trek-like disturbance in the old space/time continuum. On the flip-side of this black hole, the team discover a graveyard of lost ships, which are slowly being crushed by huge grinding machines. Acting quickly, the CyberOrg set out quickly to investigate the graveyard and to look for a way to escape.

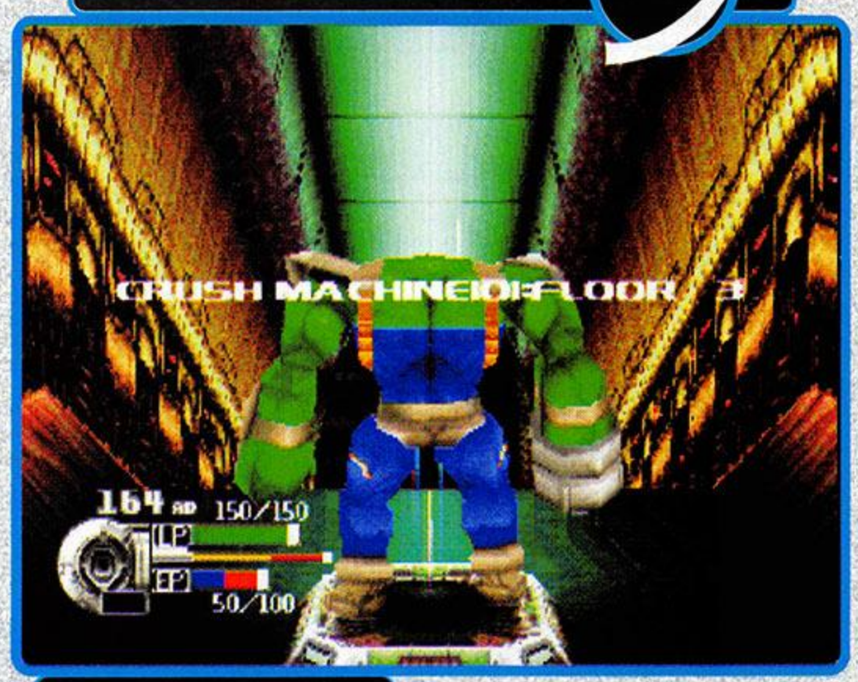
Since Lara Croft first graced our screens, developers around the globe have been trying to one-up each other in the third-person action/adventure genre. And, since it's from Square, there's a dash of RPG thrown into the mix. CyberOrg is fully compatible with the Dual Shock, supporting both the analog sticks and the force feedback aspects of the controller. The right analog stick can be used to control the camera, thank God, because the default camera stinks, and you're constantly losing sight of your characters behind walls and being attacked from enemies who have run up from your blind side.

Oddly (and most annoyingly), you cannot make your character move backwards. I found no logical explanation for this inexplicable lack of movement. As a result, you're constantly fighting to turn your character around to run away from trouble or to get into a better position during combat.

Each of the three characters — TJ, the human, Gigante, the big green alien and Fosis, the mutant cockroach — has a standard punching attack, a jumping attack (the better to reach bothersome enemies that hover above your head, out of your field of vision), a weapon and a special attack. There are weapons and power ups scattered throughout the crappy, tunnel-like hallways and little rooms that add to your strength, health or power.

The gameplay involves running through a series of tunnels, throwing switches to activate doors, avoiding traps, fighting enemies and precious little else. I found myself fairly bored with the whole experience, as CyberOrg is essentially a 3D version of the type of game that I thought was behind us this far into the PlayStation's life-span. On the whole, CyberOrg is a forgettable title, developed and released by a publisher who really should know better. This game would not likely get past Sony's strict third-party reviews here in the States. Thank goodness.

CHRIS



EXcavate

the PSExtreme historical ranking chart

The EX*CAVATE* section is where we dig up 6 months worth of ratings and present them on one easy-to-read spread, along with a little explanation/breakdown of our rating system. Use this as your buying guide throughout the year and as a reference for those older games that you might have missed (or wish you had).

PLATINUM GAMES	ISSUE	SCORE
Syphon Filter	March 1999	99%
Street Fighter Alpha 3	June 1999	98%
Tomb Raider III	January 1999	98%

GOLD GAMES	ISSUE	SCORE
Bloody Roar 2	May 1999	96%
Bust-A-Groove	January 1999	96%
Civilization II	March 1999	96%
Gex 3: Deep Cover Gecko	May 1999	96%
Akuji: The Heartless	February 1999	95%
NCAA GameBreaker 99	January 1999	95%
Star Ocean: Second Story	June 1999	95%
Abe's Exoddus	February 1999	94%
Fighter Maker	June 1999	94%
Legend of Legaia	April 1999	94%
NBA Live 99	January 1999	94%
Need for Speed: High Stakes	May 1999	94%
Rally Cross 2	January 1999	94%
Ehrgeiz	May 1999	93%
MLB 2000	June 1999	93%
Knockout Kings	January 1999	92%
NCAA Final Four 99	March 1999	92%
Point Blank 2	April 1999	92%
Tai Fu	April 1999	92%
Baseball 2000	June 1999	91%
Rollcage	April 1999	91%
Bust-A-Move 4	January 1999	90%
Darkstalkers 3	January 1999	90%
Freestyle Boardin' '99	March 1999	90%
Guardian's Crusade	April 1999	90%
Ridge Racer Type 4	April 1999	90%
Rug Rats	January 1999	90%
Silent Hill	March 1999	90%
The Next Tetris	May 1999	90%
Tiny Tank	February 1999	90%

SILVER GAMES	ISSUE	SCORE
Army Men 3D	May 1999	89%
Brigandine	January 1999	88%
Contender	February 1999	88%
WCW/NWO Thunder	February 1999	88%
Mr. Domino	February 1999	87%
Rush Down	April 1999	87%
Uprising X	February 1999	87%
Asteroids	January 1999	85%
Destrega	February 1999	85%
Monaco Grand Prix	May 1999	85%
Fisherman's Bait	April 1999	84%
Populous: The Beginning	June 1999	84%
Triple Play 2000	May 1999	84%
Armored Core: Project Phantasma	January 1999	83%
Grand Theft Auto: London, 1969	June 1999	83%
Rampage 2: Universal Tour	May 1999	83%
Formula 1 98	January 1999	82%
Twisted Metal 3	January 1999	82%
K1 Revenge	March 1999	81%
Tiger Woods PGA Tour 99	January 1999	81%
All Star Tennis '99	June 1999	80%
Blast Radius	February 1999	80%
Irritating Stick	February 1999	80%
Shadow Madness	May 1999	80%

BRONZE GAMES	ISSUE	SCORE
Animaniacs: Ten Pin Alley	January 1999	79%
R-Types	March 1999	79%
Street Sk8er	April 1999	79%
Nectaris: Military Madness	February 1999	78%
Dead in the Water	February 1999	76%
Monkey Hero	March 1999	76%
Psybadek	February 1999	75%
Bomberman Fantasy Race	May 1999	74%
Sports Car GT	June 1999	74%
3Xtreme	June 1999	73%
in the Zone 99	May 1999	72%
Big Air	May 1999	70%
Bust-a-Move '99	April 1999	70%
NCAA March Madness 99	February 1999	70%

TIN GAMES	ISSUE	SCORE
Pro 18 World Tour Golf	April 1999	68%
Apocalypse	January 1999	49%

what do all those numbers mean?

98–100% The ultimate gaming experience.

90–97% "Must buy" games; each carries our editor's seal of approval and are recommended for fans of that genre.

80–89% Good games, but lacking in some area; only for fans of that style of game.

70–79% Mediocre titles that suffer from some serious flaws. Rent – don't buy.

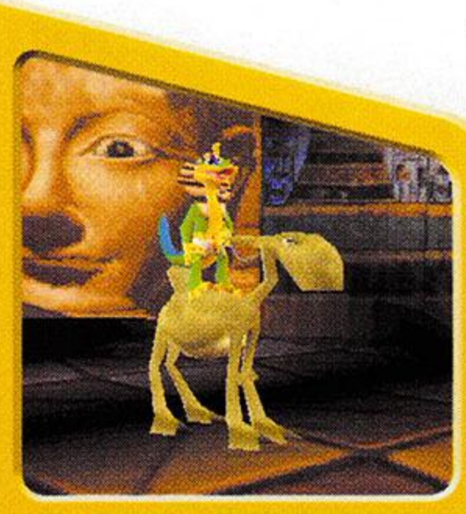
0–69% Tin games are to be avoided at all costs. Only die-hard gamers would buy these.

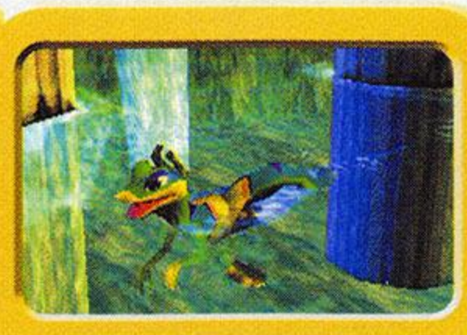
Get reacquainted with an all-new GEX. And his Miss Adventures.

GEX 3™

Deep Cover Gecko

- All-new intuitive camera system guides you through hazardous 3D missions
- Over 25 all-new disguises with new abilities like scuba diving and snowboarding
- Baywatch's Marliece Andrada stars as Agent Xtra in all-new full-motion video
- An all-new GEX spits fireballs, controls tanks, crocodiles, burros and more
- Over 1,000 all-new celebrity impressions and wisecracks





PlayStation®

RATING PENDING EN RP Visit www.esrb.org or call 1-800-771-3772 for more info. CONTENT RATED BY ESRB

www.eidosinteractive.com
www.crystald.com

EIDOS INTERACTIVE

CRYSTAL DYNAMICS

Crystal Dynamics, the Crystal Dynamics logo, GEX, and the GEX character are trademarks of Crystal Dynamics. ©1998 Crystal Dynamics. All rights reserved. Eidos Interactive is a trademark of Eidos, PLC © 1998 EIDOS. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

EXit

David Jon Winding
Publisher

Who's Next?

A disease that I will refer to as "New Hardware Fever" struck the gaming industry at the recently concluded Electronics Entertainment Expo in Los Angeles, California. As most of you know, Sega's Dreamcast is the first to take a seat at the next-generation table, to be followed in short order by PlayStation 2 and Nintendo's new system, announced at the show, "Project Dolphin."

Of course, we all have to remember that gaming is also a business, a FUN business, but a business nonetheless. Much of what happens at a trade show like this is that the hardware manufacturers, all of whom have boards, investors and shareholders to answer to, do a lot of posturing and make more promises than a politician in an even year. Obviously, the Dreamcast is real and, at a $199 price tag, very affordable. The PlayStation 2, while not quite ready for the manufacturing process, is certainly "real" enough, evidenced by the slightly playable version of the original Gran Turismo that was running on the hardware (hidden within the confines of a large, pyramidal structure) in Sony's booth.

Then there is Nintendo...

Historically, Nintendo has always been the last company to show its next-generation cards. While some may consider this to be a strength — you know; wait and see what the other guys are doing, then do one better, I don't. If you look at Nintendo's market share over the last 14+ years, you will notice a disturbing (if you are a Nintendo shareholder) trend. Nintendo's US market share in the 8-bit generation was about 95%. Sega's Master System, a superior piece of hardware with an arguably better software catalogue, was completely swamped by the Nintendo juggernaut. Nintendo was FIRST to market in this case and, with pent-up consumer demand that never really went away after the crash of '84, Mario and friends had the next big thing in the world of toys, relegating many a "Simon" and a bunch of Pet Rocks to the deepest, darkest corners of bedroom closets across America.

In September, 1989, Sega made sure that they didn't make the same mistake twice. Their Genesis system made it to market more than a year before the SNES launched. The result? Nintendo went from 95% market share on 8-bit to approximately 50% on 16-bit — although, this time around, THEY had the better piece of hardware.

Six years later, it was the same story, but with a different lead actor. In September, 1995, Sony launched the PlayStation. Nintendo became the technical and marketing laggard once again. In an attempt to thwart Sony's entrance into the marketplace, Nintendo began to talk about "Project Reality." In fact, they talked about it for so long that many in the industry began to question the 'Reality' part. Nintendo 64, as it would become to be known, did not make it to retailer shelves until the 1996 holiday season — a full year after Sony. While Sega and its 'Project Albatross" Saturn ceased to matter as a legitimate player in the hardware wars, Sony staked a claim to over 60% of the market.

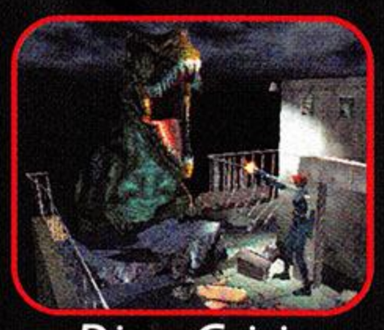
Summing it up; Nintendo has gone from 95% control of the video game hardware market in the mid-'80's, to 40% as we approach the new millennium, and it looks like it will continue to drop. According to many in the know, IBM hasn't even finalized the design of the chip that Nintendo says that they are using for PD. (Just curious; does anyone out there remember the 64DD drive, or the SNES CD?) — this would make a holiday 2000 ship date seem highly unlikely. With Sega making a much better show of it with the Dreamcast and Sony's industry-changing box just around the corner, Nintendo is going to have a much tougher time of it in this next go around. Although, they still have Miyamoto, Rare, Mario and Zelda, they have lost Howard Lincoln to retirement. Maybe he heard that Dolphin was going to be cartridge-based.

Dave
dwinding@quake.net

Next Issue

Next issue promises to come packed with a complete set of 11 essential vitamins and minerals in order to keep you home for breakfast. Look to us for all and any new info on Sony's next generation PlayStation Hardware, as well as the goods on all of the numerous games announced from the show floor. In addition, Dino Crisis, Capcom's newest addition to the survival horror genre, will be gracing the cover, complete with a huge, carnivorous blowout inside. We also will continue our extensive Exclusive coverage with the lowdown on EA's next Road Rash, 989 Studio's Jet Moto 3 and an in-depth look at Agetec's (formerly ASCII Entertainment) unique and exciting PlayStation lineup. To top things off, we'll revisit the current, controversial emulator situation with a head-to-head comparison of bleem! and the Virtual Game Station. We'll see you in thirty!

On the cover



Dino Crisis

Special Feature

Emulators go head-to-head

Exclusive

Road Rash: Unchained

Excerpt

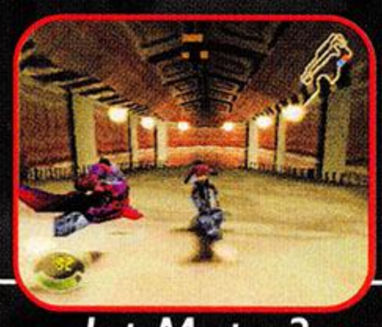
We talk to the developers of Final Fantasy VIII

On The Cover! Dino Crisis

Exclusive

Spotlight on: AGETEC

Exclusive



Jet Moto 3

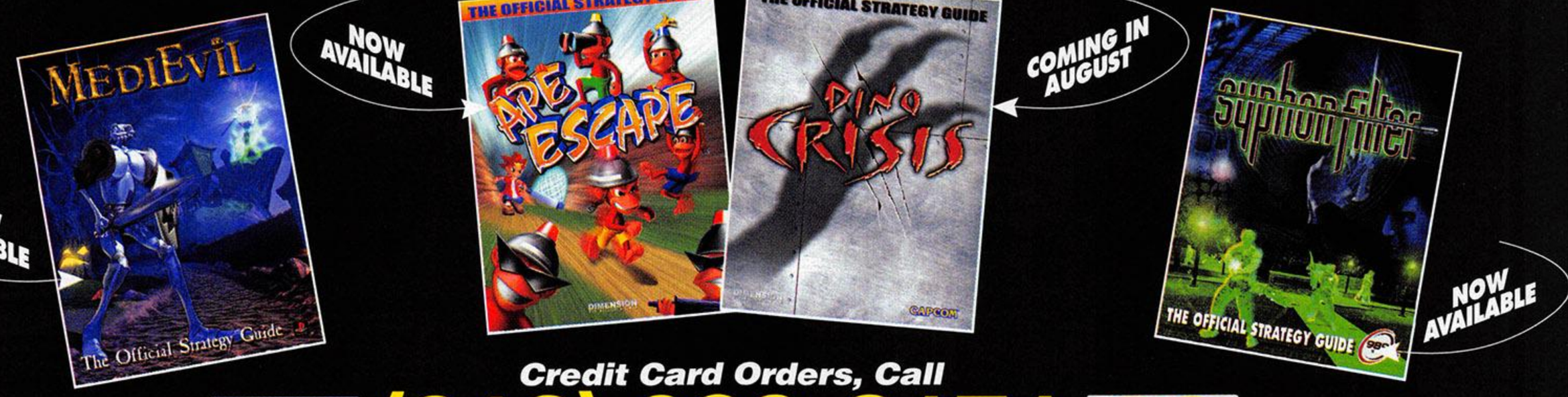
Stuck? Striving for Perfection? Dimension Publishing's got the answers to your questions on the hottest games.

SUBSCRIBE NOW AND SAVE BIG!

ONLY $10.00* EACH

Add $3.75 Shipping & Handling
Foreign orders call for pricing

*$10.00 Price valid for PSExtreme subscribers only. All others pay full retail price of $14.95, plus shipping & handling charges. *Specify SFA, Star Gladiator, Crash Bandicoot 2, Tomb Raider, Tomb Raider 2, Soul Blade or Pandemonium.* Inside the U.S., add $3.75 for shipping (add $1 each additional guide). Canada & Mexico add $4.50 for shipping and handling. Foreign orders call for pricing.



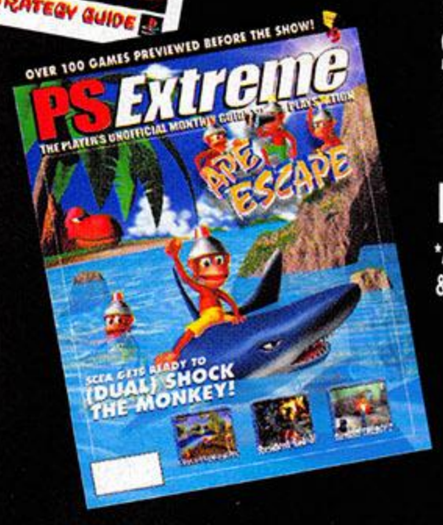
Credit Card Orders, Call

(916) 989-0171

VISA MasterCard

Wild Arms ©1997 Sony Computer Entertainment Inc. Spyro The Dragon ©1998 Universal Interactive Studios. MediEvil ©1998 Sony Computer Entertainment. Fifth Element ©1998 Kalisto Entertainment. Tomb Raider and Tomb Raider 2 are registered trademarks of Eidos Interactive. All rights reserved. "Crash Bandicoot", "Crash Bandicoot 2: Cortex Strikes Back" and the Crash Bandicoot logos are trademarks and copyrighted properties of Universal Interactive Studios, Inc. Source code © 1996 Naughty Dog, Inc. The Sony Computer Entertainment logo is a trademark of Sony Corporation. Resident Evil ©1997 Capcom, Co. Ltd. Blasto™ ©1997 Sony Computer Entertainment Inc. Crystal Dynamics, the Crystal Dynamics logo, GEX, and the GEX character are trademarks of Crystal Dynamics. ©1998 Crystal Dynamics. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

GET A CRASH COURSE IN GAMING!



FREE*

Get a FREE copy of Crash Bandicoot 2: Cortex Strikes Back, The Official Strategy Guide when you subscribe to PSExtreme for $21.95*! That's a 63% savings! Gotta have that!

To order by mail, send a check or money order made payable to:

Dimension Publishing • P.O. Box 6570, Folsom, CA 95763-6570

*Add $4.00 for shipping & handling on the free Crash 2 strategy guide. Mexican and Canadian orders $44.95 for subscriptions plus $8.00 shipping & handling. (U.S. Funds). Foreign orders call for pricing. Allow 8-10 weeks for delivery. CA residents add 8.25% sales tax to strategy guide orders.

MasterCard **(916) 989-0171** VISA

Offer valid for first time subscribers while supplies last. PSExtreme is a tradename of Dimension Publishing, Inc. "Crash Bandicoot" and the Crash Bandicoot logo are trademarks and copyrighted properties of Universal Interactive Studios, Inc. Source Code © 1996 Naughty Dog, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

ADVERTISER'S INDEX

989 Studios 22, 23, 47

Acclaim 18, 19

Agetec 27

Capcom 36, 37, 84

Eidos 78

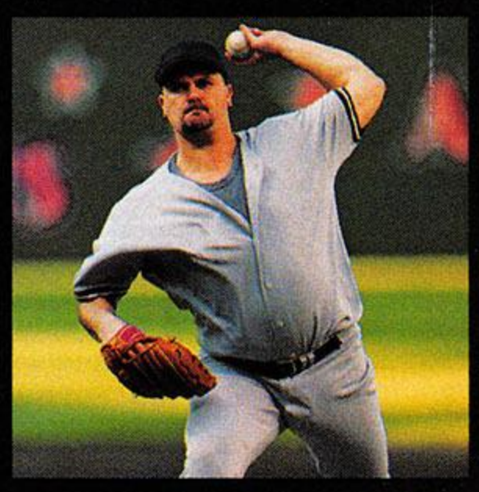
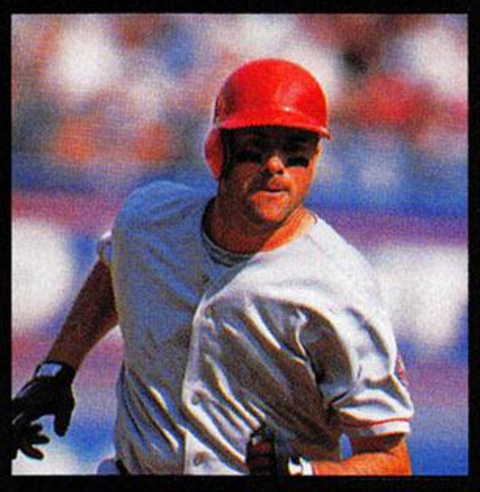
Fox Interactive.....12, 13

Namco 15

SCEA 2, 3, 54, 55

Take 2 5

The 3DO Co 8, 9, 82, 83

"If you love baseball... this is the only game in town."

- GamerzEdge

HIGH HEAT Baseball™ 2000

© 1999 The 3DO Company. All Rights Reserved. High Heat Baseball, TruPlay, 3DO and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners. Ⓡ MLBPA Official Licensee - Major League Baseball Players Association. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. 3Dfx Interactive, Inc. is © 1998. The 3Dfx Interactive logo is a registered trademark of 3Dfx Interactive, Inc. in the USA and other countries. All Rights Reserved. AMD, the AMD logo, K6, 3DNow! and combinations thereof, are trademarks of Advanced Micro Devices, Inc.

* For more details, visit www.highheat.com

"Top-notch arcade play; the best baseball game AI" - *PC Gamer*

- **TruPlay™ AI** guarantees true-to-life base running, fielding, and managing
- Motion-captured **polygonal players** in a 3D environment ensures authentic major-league gameplay
- **Broadcast-style** camera angles and VCR features allow you to replay the action from any angle*

"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch."

- Family PC

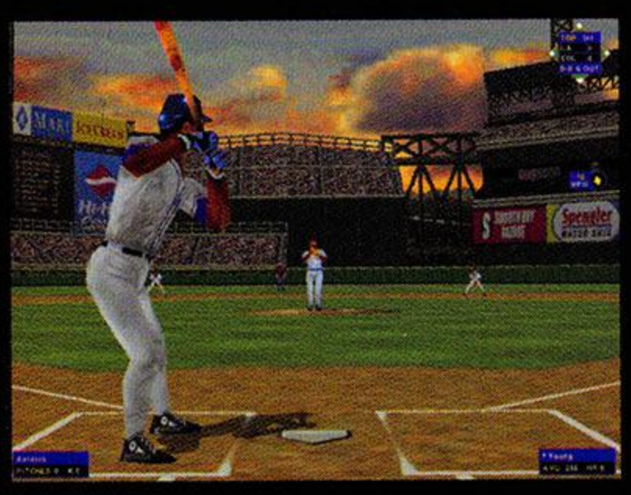
- **Blazing fast** gameplay and all the action of a highlight reel
- **Pro-style** interface that brings you into the game
- Head-to-Head **Multi-player** action via LAN, modem, or Internet*

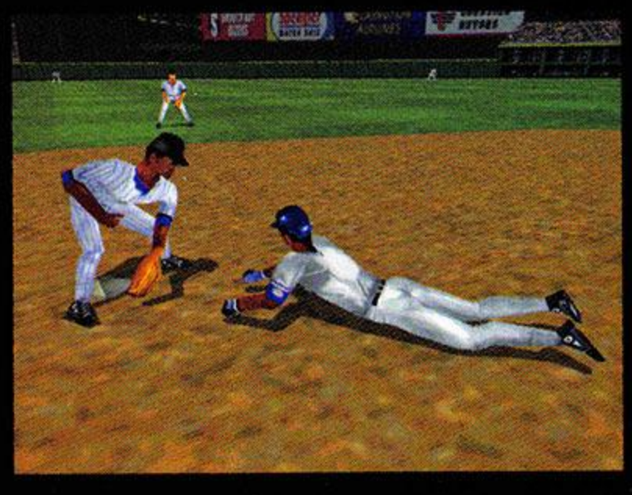
"This game feels like baseball...great gameplay, and super AI. No other game does these things."

- PC Sports Games

- **New 1999 MLBPA** player rosters and 1998 career stats
- **Career Mode** includes a realistic aging curve, player retirement, and new rookie prospects*
- Make block buster deals with **Multi-player trades** and **Manage-only mode** to control key aspects of gameplay*

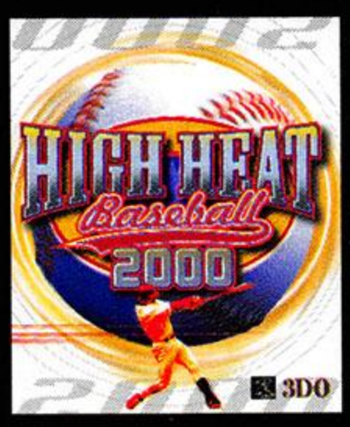
*PC version only





"This is the best baseball game, satisfaction guaranteed." *

- Trip Hawkins, President, 3DO



EVERYONE CONTENT RATED BY ESRB

PC CD-ROM

AMD K6 2 3DNow!

PLAYERS CHOICE

PlayStation

3DO™

www.highheat.com

GAME PURCHASE WORTH 20 FIGHTERS EDGE* POINTS!

FIGHTERS EDGE®

"STREET FIGHTER PERFECTION"

– GAME INFORMER

Street Fighter Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the PlayStation game console... featuring all new enhanced modes of play, including 3 fighting styles for every character – plus the skill building, World Tour Mode. Maybe nobody's perfect. But as of today, at least one fighting game is. CAPCOM®

PlayStation®

TEEN CONTENT RATED BY ESRB

© CAPCOM CO., LTD. 1999 © CAPCOM U.S.A., INC. 1999. ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER ALPHA 3 is a trademark of CAPCOM CO., LTD. *Fighter's Edge is a registered trademark of GamePro magazine, the world's largest multiplatform gaming magazine and the official magazine sponsor of the Capcom Fighters Edge promotion. Reproduction of the Fighters Edge name/logo in whole or part without prior written permission by GamePro magazine is prohibited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!